異世界迷宮でハーレムを1

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ヒーロー文庫

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Isekai meikyuu de dorei harem wo

(異世界迷宮で奴隷ハーレムを)

Slave harem in the labyrinth of the other world

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Story Description:

A man was about to commit suicide and decides to search for a way to die in the internet, but then he found an odd site that asked a lot of questions and had a point based system that allows you to create skills and abilities for a character. He took interest in it and when he finished setting his character he was asked "You will now be transported to a world with the settings you choose, coming back is not possible, do you still accept", Then without thinking much of it he pressed YES and he find himself in another world with the skills and abilities he choose to have.

Original Story can be found here: Link

Transation source can be found here: Link

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Credits

Chapter 1 : Prologue

*

Suicide Website.

Informed persons of course know about it. It is a site where suicide methods are recorded and where you can find company to suicide together.

I was among the users of this site.

It’s not because I wanted to kill myself.
However, I was tempted by death.

In this world I was in simple despair.

I received a simple bullying.
It was not straightforward . It was the malicious type of ignoring.
In class, at lunchtime, on my way home too, I was alone.
Because they already used violence directly during my primary school days , this was better?

I’m learning kendo and aikido now. I didn’t like being bullied so I started during primary school.
I became considerably strong , therefore recently the guys who used violence are gone.

These guys are miserable.
Even if weaklings compensate with violence, because they can’t win they can only ignore me.

Well, I too despised them so there is no way that we can get along.

Their attitude is similar to how my father acts at home.
He used to get violent with me when my mother died, but now he's frightened that i might retaliate and doesn't talk with me anymore.

After all, that's how the world works.
It doesn't matter how much you fix your attitude/reputation, in the end power means everything in the world.

If they are no match for your strenght, they won't face you directly.

Having said that, even if you have power you can’t take the top of the current world.

I believe that the world is rotten.

This is the reason why I was thinking of such a thing.
And I then got sucked in by the website that I found by accident.

If I think about it, I don’t have any attachment to this world.
I don’t have a family that I can rely on, a lover, or even friends.
apart from that I don't have any other regrets.

My grades aren't particularly good.
Because of the abuse that I received from my father, entering university is impossible.
And I’m poor.

By the way, the priest of a buddhist temple is teaching to the children aikido and kendo free of charge.
However, I knew it.
The priest wanted to touch all over the girls to his taste.
It's those kind of things that shows how the world is rotten.

If I have one regret, it would be "that".
Honesty, I wanted to graduate of my virginity.
It is sad to die without ever having had this experience.
It's this kind of things a highschool boy thinks about.

Also, after all dying is scary.
I dislike painful and scary things.

If a person is determined to die they can do anything.
I was considerably devoted in kendo and aikido.
I suppose that I have a considerable power.
I think I’d be lying if I said that I have the feeling that the situation would improve one way or another.

When I could not have the determination and firmness to kill myself, a link popped up in front of my eyes : 「Before you decide to commit

suicide」.

So. This, this is.
For the healthy young me, the still a second-year student of high school, a recommendation about not ending my life.
I wanted something like this.

Still I'm scared to die.
For the time being I clicked the advertisement.

……What is this?

I who moved to that page, murmur instinctively.

To put it in a fast way, The recommendation is that if it's difficult to live in this world, then go to another world.
Seriously?

An appropriate world for you to live in, thus, you can select the one you'd like.

A world where science and technology develops, a world where pirates dominate, a world with sword and magic…….

So there is a world with magic?
When I choose it, a world where only human lives, a world where humans, elf and dwarf lives, a world where are humans, demihumans and human

beast, etc, those choices rolled down successively,

I understood.

This is an entrance to a net game.
An advertisement link probably.

I don't understand the proposition of an advertisement for candidates to suicide, but I won't think deeper about it, and continue.
It's possible that a net games would help now.
Instead of thinking about a suicide, it is more saludable.
Unexpectedly, maybe because there are many that think that way, they made this advertisement.

I only played a few net games since high school.
But since I had no friends it was only solo play.

So that's why. I didn't fit, and some time later I stopped playing games.
Still, I enjoyed it.
I didn't hate it.

When I continue moving forward, they make me choose from several cultures and countries.

Why is nothing interresting is happening?
When I was getting tired, there were other countries in my path. // no idea what that meant //

The next choice was the frequency of war.
A world where countries fight each other aggressively, or a peaceful world.

In the case of a online game, when you joined a guild you could participate in guild wars.
It's unrelated to a solo player like me.
The four worlds that inclines toward peace is chosen.

After that, dungeon type or field type.
It's difficult to choose either.
I choose both.

It's mysterious about why I have to choose and a man in uniform don't came, the last, I think that a recommendation is going to appear. // again

no idea what he meant there , a reference to something ? man in black ? //

Really, there is a lot to choose.
They made me choose even the language used.

It seems there is no japanese.
What is brahim?
I put in default because I don't understand well.

When I became bored with so many entries, a bonus points page

appears.

Oh.
Like a game.

I clicked several times again, the numerical value is changed.
I'm the absorbed type with things like these.
Until a nice number appears I'm going to continue.

I love aikido, It's possible that I was absorbed with that too.
The same action is repeated many times. In a way it was fun.

Only a low number of bonus points come out.
There are many 10s to 20s. One digits too.
What shall be the highest number?

Oops, 62.
Is it high? Maybe it can go higher, a difficult number.

I started repeatedly clicking again.
There was 40 at times and once in awhile 50.
I have to aim for a higher number than before.

71.
The numerical value has turned green.
does it mean that this is passable?

But in one column appear 1.
If the last was 5 it would be sufficient, and I want to aim for a number a bit higher, if it is possible over 79.

I chose to do it again.

However, 70 doesn't appear, only appear 60.
I failed?
While thinking so, I clicked.
I have to give up in the 60s?

While I thinking that in the moment that I clicked by inertia, the number of 8 passed in front of me.
It was 80 now?

80 right?

The numerical value on the page, it stopped by the number 19.

Guaa. Damn it!
I'll leave it to my power and I do it again.

Haa. It can't be helped.
I'm going to turn back and click again.
Though I saw 60 several times, when you see 80 once, you already can't stop at 60 anymore.

How much time has passed?
After that, 70 didn't come out.
I keep clicking reluctantly.
Although I was tired of waiting for a high number, I continued.

To prevent what I did a little ago, after I clicked I confirmed the number. Only after confirming I'll click again.。

Redoing. Confirmation. Redoing. Confirmation. Redoing.

In first place, why I'm doing these kinds of things?
On the contrary, why are the one digit bonus points no good ?
Although I think that, I continue clicking.

If this is going to be like this, then it is obstinacy.
Click again, the numerical value is confirmed, then click again.

Forever, I continued to click.
Click. Click. Click.
Click. Click. Click.

99。

That number shines like it was gold.
Finally, finally it came out.

For this number to come out, how much time did it take?
With great difficult this number came out.
Perhaps there aren't 3 digits numbers, maybe this is the top.

99.

When I see that number, I'm flooded with satisfaction.

After fighting for a long time ,I finally reached the end.
Like my memories are being frantically squeezed out.
Every day of hardship, endurance, and despair, It can't recall them now.

After the whole struggle I put up.
I don't care about the game.

While I was tasting the satisfaction, I continued to select the settings.

Following the setting of the bonus-point was the character setting.
There aren't any explanation about charging.
It will be a game played in a browser?

After I got high bonus points. I feel awkward to stop now.
I have no choice but to continue.

In the setting of the character, there was physical strength, increase stamina, there was every kind of setting about parameters, settings for

bonus equipment, magic and skills, I reached the point when I have to utilize the bonus points.

When I tried to experiment about rising the physical strenght to 99, the bonus points became 0.
There is no change in the rest.

In this kind of game, when you raise your parameters you gain benefits, but there are many where your raise your lvl and your strenght don't

change.
I should put points in another thing?

How about bonus equipment.
I'll be able to obtain not less than the strongest equipment in the game?
But I think that only the start of the game will be easy.

It seems that I can use magic.
Warp maybe, gamma-ray burst maybe.
However, what should I choose?

I was thinking that this was some sort of site of strategy, but if I think

about it I don’t know the name of this game.
Despite that, I’m trying this game.
Because bonus-point 99 went out, I don't like doing it again another time.
If this was some game of tactic where you have to donate to obtain 99, I will have waited splendidly.

What should I do?
that's what I was thinking, until I found at the bottom of the page the button of character reset.

If you have bonus points you can redo again?
Because this was the character setting page, I think it’s normal that you can redo your character again.
If that is the case, I can stop worrying about it and think about an appropriate setting.

I clicked in the reset of the character, and the check is put.

Seems that I be able to use the bonus points.
A decrease of necessary experience.
Of course, it is necessary.
But, there is another skills next to it with increased experience too.
how are they different?

For now I'm going to choose both.
When I put the check in decrease of necessary experience, the bonus-point becomes 97, the decrease of necessary experience changed to a half.

(TL: If you don’t understand, for example if he needed to kill one monster for one lvl, now with that monster he can lvl up two levels)

Reinforced version of a decrease of necessary experience, perhaps I should say, the evolved form.

When I clicked the decrease of necessary experience the bonus points become 95, necessary experience change to 1/2 into 1/3.
When I clicked It changed to 1/3 and becomes 1/5 and the bonus points 91.
When I clicked It changed to 1/5 and becomes 1/10 and the bonus points 83.

The bonus-point has decreased in one breath.
Apparently, the necessary bonus points to evolve the skill doubles each time : 1, 2, 4, 8.

When I try to click again the necessary experience of 1/10, the bonus points become 67, and it changed to 1/20.

As supposed the double.
83-67=16。

When the check on the 1/20 of necessary experience is removed, it become 1/10 again and 83 bonus points.
I click again, bonus points 91, I return to necessary experience 1/5.
I suppose that now I going to obtain the 1/3.

Now I choose the increased experience.
When I put the check, the bonus point become 90, and the increased experience become the double.
The same pattern?

When I clicked the increased experience the bonus points become 88, increased experience changed to double into triple.
When I clicked the increased experience the bonus points become 84, increased experience changed to triple into quintuple.

I leave it here?
And the others.

Second job.

I can use this. Without a doubt.
Usually, the job system in the games, they permit using peculiar skills and magics. If you have a second job, you can use peculiar skills and

magics from it.
The bonus points are mysterious.
If you don't have bonus points and you don't set the skills what happen to the player?

When I put check in second job, the bonus points become 83, and it chaged to a third job.

Again the same pattern?

In the start there aren't many jobs that you can use.
If the third job is necessary I would reset again.

There is settings for the skill of the job at the side.
They are different?
If I don't set the job, they are going to put at their convenience?
I'm going to come again too if I have to reset.

Increase MP recovery and abbreviation of chanting too, they are skills that I can use? I don't know if I'm going to be able to use magic in the

start, I'll leave to the reset.

Discount negotiation. Purchase negotiation.
I can reset it if I have to buy something later.

Appraisal.
This has to be useful in this kind of game of strategy.
What do I do?
I'll leave it for later.

I'm going to ignore the bonus chanting for the time being.
There is Lv99 death, release all MP, it's safe? and there are good spells.
But I'm not going to use the realease of all HP.
If I say that I'm not going to use, I'm not going.

I return to bonus equipment.
If thinking only about the start , the bonus equipment is absolutely necessary.

I put check in arms.
The bonus-point becomes 82, arms changed into arms 2.
The same pattern in the bonus equipment?
When I keep clicking to arms 6, the bonus-point becomes 20, after 6, it become a blurred character.
It's okay so far.

Now, I click two times in accessory, bonus point become 17.
Then, I click the check in necessary experience (bonus points 9), next I

clicked in increased experience to 1/5.

The remaining bonus point is 1.

Appraisal? chanting bonus? or the next is bonus equip?

Appraisal.
I clicked this at the end.

With that the bonus point becomes 0.
The decision is selected, the character setting has ended.

The screen has changed.

Warning!
You selected "throw away this world and live in another world".
It is not possible to come back to this world.
Do you continue?
Yes No

What is it? This isn't the billing of the account.
If this is not the billing I don't care then.

I clicked yes suitably.

Final warning.
It's really not possible to go back.
Still, do you want to continue?
Yes No

how persistent. I clicked Yes.
Eh?
I think really that was a dangerous message... maybe... is.....
Without stopping to think calmly, my consciousness disapeared as if it was sucked away.

Chapter 2 : Stable

*

When I came to I was sleeping on straw.
Why on straw?
But it’s no error, its straw.
I was sleeping on stacked straw , in what looked like a shed

can you find straw in tokyo ?
No, rather why am I here?

Think about it.
Did I do anything yesterday?

Certainly I was trying to play a strange online game.
Then my consciousness became fuzzy

When I noticed, I was on straw.

Did something happened? I'm not sure.
So this is the game?
It’s a complete virtual reality.

It’s impossible.
I never heard that kind of story.

moreover, I entered the game by clicking ?
It's impossible.

Then It’s a dream?

[Bururu]

At this moment , the sound of something neighing was heard.
Uoo. I was surprised.

There is something in the shed.
I looked closely.

A horse.

Eh?

What?
The information of the horse, suddenly comes to my mind.

It seems to be correct that there is a horse.

When I approached it , I noticed it was quite large .
The thickness the limbs , like a thoroughbred, means it's a horse probably.
I don’t know the kind of horse. // that's some deep horse knowledge.
Remember kids , if you want to check if it's a horse , look at it's limbs //

The shed was about as big as an apartement
There's only one animal , he has a good social standing
I wanted it to apologize to me and my father for the 4 to 4.5 tatamis we live in.

It can’t be helped if I get angry for that, so start looking around.
Faint red light comes from the window making the shed gloomy
is it sunset or dawn ?
There's no sign of anyone being around

the window can't be opened aparently
The horse was quiet.
What shall be? While I think that, of course, horse, his information comes to my mind.

What is that?, when I think about it , it occures to me.

Appraisal.

I recalled that.
Yesterday, in the character setting, I added that skill last.

I look at myself, and appraisal activates.

Michio Kaga Man 17 years
Villager Lv1

Oooh.

Information popped up in my mind.
Michio Kaga is my name.

Then, there's no doubt I'm inside a game.
It’s a full virtual reality?

But how?
First, I didn’t register my name.

I have the same appearance and the same jersey as yesterday.
I'm wearing my usual clothes.

Are they reproduced in the game?
Despite the equipment, the jersey?

Moreover, I’m bare foot.

The temperature niether hot nor cold.
I’m not embarrassed with this appearance, but it's troubling going out barefoot.

The light coming from the window has become slightly brighter. Is it the morning glow then ? I look in the shed and find some sandals then put them on.
When I wonder about them, information comes to my mind.

Sandals boots equipment of foot

I decided to wear them.
Because I’m without socks, I wear them barefoot.
I tied the strings in a way they couldn't come off.

When I was thinking about checking my body, information comes to my mind.

Michio Kaga Man 17 years
Villager Lv1 Thief Lv1
Equipment sandals boots

……Errr.

Thief Lv1 means that ,right?

My fault. I equipped equipment that is not mine.
In what way I got the second job.

By the way, the jersey isn't counted as equipment.
Because I brought it outside of the game?

Incidentally, there should be bonus equipment.
When I search the room, there was a sword next to the straw.

Durandal Both hands sword
Skills Five time offensive power HP absorption MP absorption
Interruption of chanting ignore level gap modifiers ignore defense

As one would expect of the bonus of the arms.
It appears that I have sublime strenght hidden. // how is it yours, and how is it hidden ? ... //

Next to the sword, there is a ring, too.

Ring of determination Accessory
Skills Increase of offensive power Personal strengthening

The accessory has 2 skills its moderate?
I wear the ring on a finger, and take the sword.

Michio Kaga Man 17 years
Villager Lv1 Thief Lv1
Equipment Durandal Sandal boots Ring of determination

As expected this is the inside of the game.
I can determine that was the setting of the character and even the bonus equipment that I had chosen.
Thought I don't know how they implemented the virtual reality.

I decided to go out of the stable.
I wore durandal in my jersey belt string , like a samurai
It will be bad if I stay here for too long and they notice the sandals are missing

The scenery outside was a like any rural village.

There was severals houses made of wood, in the surroundings there are vegetable gardens.
The fields extends to the east with the sun. near in the north there is a

forest.

Despite that the sun has not come out yet, the villagers already started with their activities.
There was two persons walking on the road.

In a hurry I hide behind the stable.
Through I don’t understand why it's necessary for me to hide.
But I don’t understand where I am.
I better act carefully.
I did steal the sandals after all.

From my cover I saw the two persons.

Zaiyan Man 38 years
Villager Lv8

Ganakku Man 35 years
Villager Lv8

That was their information.

First, they don't have names.
They might not be players.
Their lvls aren't that high, maybe they are configured like this.
Although, I’m Lv1.

I entered the forest from the other side of the stable, I’m going to inspect the forest.
Maybe there won't be any problem if I let them notice me , but I continue anyway

The village extends splendidly to the southwest.
There are three privates house, and fourty houses.
In the center there is a two story house, and a three story house too.

I’m observing the persons that goes out of the house.

Villager Lv11

Villager Lv4

Farmer Lv5

Oh, that person is not a villager.
The person beside looks like a wife, she is a villager Lv6.
I don’t know if there is a difference between farmer and villager.

The game looks good, though the tutorial didn't come out.
Without appraisal, I would not know anything.

I keep observing.

Farmer Lv2

Villager Lv7

Villager Lv25

This middle-age man has the highest lvl.
If I talk to somebody, It has to be the highest lvl?
Or should it be the lowest lvl?

Village chief Lv8
The village chief has a suspiciously low lvl. It appear that he's 68 years old.

Merchant Lv6

Is it a peddler? Is there a shop somewhere in the village?
It seems that they had left the three-story house, now they are entering.
// what ... ? //

Merchant Lv3

This time is a woman.
It seems that they left that house to go to a water well.

If they're a couple, then is that house their shop?
That merchant seems like a good candidate to talk to

When I was thinking, a big voice suddenly resounded in the village.

Chapter 3 : Thief

*

A big roar echoed throughout the entire village.

I looked in the direction of the voices.
The two-man party who was outside the village looked like they were rushing back

It seems that they are shouting but I don’t understand what they are saying.
A bit later , the villagers started coming out of their houses with weapons
They carry swords and hoes.

It can’t be. Was I discovered?
That's what I was thought , but it didn't look like they were aiming for me

The villagers gathered and went to the east in a hurry.
I followed them quietly through the forest.

Looking to the east , I notice a cloud of sand coming this way.
All the villagers are advancing in this direction

Thief Lv7
Equipment : copper sword – leather shoes

Thief Lv11
Equipment : copper sword – leather armor – leather shoes

Thief Lv4
Equipment : copper sword

Though the thieves are far enough to seem like grains of rice, the necessary information has popped up in my mind.

With the help of appraisal , the current situation became clear

Is the thieves' raid a start-of-game event?
If I stay hidden in the forest maybe I can do something.

The general levels of the thieves are high.
I could deal with them if they only had one-digit levels

because i carry the sacred sword Durandal
The villagers can't rival me with their copper swords

The villagers have taken position around the barn I was sleeping in on the border of the village.
They will fight the thieves in that place it seems
The lvl25 middle-aged man of before is at the center.
The village chief was there too.
His lvl was an impossible Lv8.

The thieves whom they are to confront....

Thief Lv41
Equipment : iron sword - Thief's bandana – iron armor – leather shoes

It seems that man is the leader.
His level is high.
He was equipped with a thief's bandana.

The second strongest was only lvl 19
The third is the Lv11 of before.
The rest are in one digits.

Is it because it's the first event that their levels are low?
If I'm cautious with their leader, even I can defeat him somehow.

When the thieves arrived to the village, they started to attack the villagers.

The villagers responded to that with an attack of their own.

Soon , both sides starts jumbling together to the point i can't tell who is in which camp
I don't understand anything they are saying and shouting

The place where they are fighting is right in front of where I'm hiding.
If I get out from the forest I can take them by surprise.

Because both sides are in low levels, none is overpowered, the development is that they are fighting equally sword to sword.
The middle-age man of Lv25 is fighting the leader of Lv41.

But, there is a level gap , eventually the leader starts dominating.
The leader threw down the middle-aged man. The middle-age man is on the ground and is trying to move his arm but is stabbed instead.

What is he doing?
It seems like he got stabbed from an opening in his armor by the thieve's sword
I heard it that in the ancient martial arts they wore armors to fight.

The middle-aged man is postrated, naturally the leader turn towards him.
Perhaps, now is my chance?

If it's now, I have the feeling that I can reach the leader without being noticed.
With my sacred sword Durandal ,only one hit from behind should be enough to deal considerable damage to him.

My heart is throbbing.
I pulled out Durandal who was shining from the scabbard hanging on my waist, I grabbed it's hilt tightly with both of my hands. (// YOU PERVERTS !!)

Durandal was heavier than a wooden sword, but not to the extent that I can't wield it.
For me who practiced kendo this is a easy victory.
If this is the initial event of the game , then they shouldn't be enemies i have no chance of defeating as a lvl1.

Then there is no choice but to go.

I take a big breath again.
I concentrate on the surrounding's sounds
Yet, I don't understand anything that they are saying.

I rush out from the forest.
I aim at the leader Lv41, running at him at full speed

On the way, one thief noticed me and tried to stop me.
I swung Durandal downward and with a single stroke I slayed the thief

Lv2.
Is this really a lvl2 ?

I raised Durandal again, and continued to run. Jumping a little at the end, I landed next to the leader.
Without error I focused my energy to kill him, I convey that energy to my arms. I stand firmly, and swung durandal downwards.
I drop the sword to the neck of the leader. Durandal has captured the neck of the thief.
The head is sent flying.
Red blood is spurting out from what is left of the neck.

Uwaa.
What kind of splatter isthis ?
The decision is that this is a shit game.

But I don't have the time to think.
I started to challenge the other thieves.

Surrounding the leader were thieves of single digit levels, with one stroke everything was settled.
Every time I swing Durandal, more blood is sprayed, the enemy is reduced to a few people.

I searched for the second strongest, the Lv19 thief.
While I finish the small fry with single digits levels, swinging to the left and right on their necks, I checked the thieves.
The thief Lv19, that was a little separated from their leader was attacking the village chief.
There is some villagers gathering around the chief, they are strengthening their defense.

Someone is shouting something.
The thief Lv19 is looking here, as expected he was shouting something.

They stopped fighting and began to run away.
Because their leader was defeated, they started to withdraw.

Because they are showing their back, now is my chance.
I started to pursue them.

I slaughtered some of the thieves from behind.
In front of me, the Lv11 was in my way. It's the third man.
I stopped the sword that came from the left , this time I swung the sword from the left, he caught my sword.
Because he has armor, I probably can't defeat him in one blow.

With a fast judgement and a small movement of the sword, I hit his forearm.
If this was kendo , this movement I'd do for sure.
The right wrist of the thief Lv11 is completely cut off and falls to the ground.
I ignore the blood that is coming from his wrist and return to finish him.
Because he doesn't have a wrist he can't lift his sword.
The head of the thief Lv11 is sent flying.

I ran from the splash of blood.
The thieves enter completely in retreat mode.
The thief Lv19 is the first to escape. A miserable guy. Or should I say ,he is a thief in the end.

I slaughtered even more thieves who were trying to run away. And then, the thief Lv19 got cut off.
The thief Lv19 that is showing me his defenseless back is no match for Durandal.

The remain enemies are scattering.
In the end, none of the thieves could escape, they became my experience.

「Fuu」

After I defeated every thief, I seated down in that spot.
Even though this is a game, my breath is rough.
I let a big breath out. It recovered one's composure.
The sounds of my surroundings suddenly returned to me.

In the field, the corpse of the thieves and their sprayed out blood were everywhere.
It's not necessary to do it so real.
It seems that for the bodies to disappear it takes time.

The beta tester didn't complain?
Because I didn't hear of a virtual reality game, maybe what I'm doing now is the beta test.
Then, I'm gonna make the complaint.

When I had regained my breath, the village chief approached me.
The village chief with his doubtful low lvl 8.

「××××××××××」
「I don't understand what you are saying」
「Excuse me. So you talk Brahim ?」
(TL: Everybody sounds execivly polite when talking to him but i have no idea how to make it sound the same)
「××××××××××」

There was that. That setting.

「That's right」
「Oh. As expected. That's an adventurer for you」

What is "as expected"? You talk it too.

「Something like that」

I suitably nodded.

「You have saved the village from it's predicament, thank you very much」
「No, it's nothing」

It is such an event.

But, I'm unusually impertinent.
Must be because the village chief deprecates himself and doesn't stop praising me.
Although his level is low, tentatively he is the village chief.
It's troublesome that he's being so polite , somehow, it's become like this.

「Allow me to give you my thanks in any way I can」
「Is that so? Then, is there a place where I can lie down? I'm a bit tired」

Even though this is a game, it practically feels like I moved my body so

I'm tired.
As one would expect of virtual reality.
Besides, I don't want to stay any longer where the corpses of the thieves are. Disappear fast.

「Then, please come to my house. I'm called Somara the village chief」

Somara Man 68 Years
Village chief Lv8
Equipment : Sword of copper - Robe - Sandals boots - Village chief's ring

It seems that the information was not an error.

「Please. My name is Michio」

It seems that they don't have a surname, I guess that only Michio is good.
The village chief started to walk away, so i stood up in a hurry to chase after him.

「××××××××××」
「××××××××××」

The conversation between the village chief and the villager, I didn't understand anything at all.
What is happening with this game.

「Persons that can speak brahim are few?」
「In this village, only me, the merchant Bikka and the mistress of the inn」
「Fuun. That kind of things?」
「Michio-sama despite being so young, as one would expected you can handle
the brahim」
「Hmm」

What is amazing?
By the way, brahim is not japanese? It's not japanese then it's weird.
Though It wouldn't be possible for me to talk, for some reason I can comprehend everything perfectly.
I don't understand virtual reality at all.

「Although there was another man who can talk brahim, another adventurer, in the the battle just now, he……」

The village chief lowered his voice.
Seem that was the lvl 25 middle-aged man. Or there is another with the former job of adventurer with exception of the villager. But I didn't see another capable person.
What is happening?

I see myself.

Michio Kaga Man 17 Years
Villager Lv2 Thief Lv2
Equipment : Durandal - Sandals boots - Ring of determination

Ooops.
It seems that my lvl has gone up with the last battle.
I should say that is natural because of the fierce fighting? I should grieve that despite the fierce battle I only lvl up one level?

We faced towards the village chief house.

「××××××××××」
「××××××××××」
「a hot bath is being prepared for you」
「Sorry」

The village chief is talking to one person of the house, I was leaded into the house.
The house of the chief was one of the private house and two-storied building. An appearance of rusticity made with an earth wall.
It seem that they don't have a high lvl of civilization. They are like in the first term of the ancient times of the middle age.
They don't have a gun or a bow.

There is a dirt floor from the entranceway until the entrance.
I was guided to a small room just beside that.

「Please, take a rest for a while in this room」
「Allow me to do that」

「Then」

The room is with no difference, it's with dirt floor, in the interior there is a plank of wood.
I lie on the plank.

「Fuu」

I let out a sigh.
For the time being, I log out?
……

Eh?
How do I log out?

Chapter 4 : Grasp of the situation

*

I can't log out.

I panicked.
If I think about it, I don't know how to log out.
I didn't receive an explanation or a tutorial.

How do I return to reality?

「Logout……」

I was murmuring that, but nothing happened.

「Logoff. Close. Interruption. End. Menu. Open. Save」

Nothing happen.

「Menu open. Main menu. End menu. Options menu. End options. Window. Window open. Menu window. End window. Memory. Save. End save. Overwrite save. Reset. Clear. Comeback. Return. End. Over. Finished……」

I tried everything I can think of but nothing happened.

I can't return to reality.

No, rather, is this really a game?

My senses are telling me this place is real.
Without a doubt.
It is impossible that this is a dream.

Even if this was really inside a game and a virtual reality, I have never heard of such a perfect virtual reality.
Yet, through only a click with the mouse in the browser.
Headgear or something like that, I don't have such equipment.

And I have a sense of reality yet this is not a virtual reality world.
If I have to say it in one way or another, this is reality.

But, there is a reason why I think this is a game.

I use appraisal and look at myself.

Michio Kaga Man 17 Years
Villager Lv2 Thief Lv2
Equipment : Sandals boots - Ring of determination

Because that kind of thing is possible, this must be inside a game, right?

However, after seeing my appearance, I have confirmed.
The blood stained in my jersey.

If this was a game, things like blood disappear.
So if this was a game, why didn't the blood disappear no matter how much time has passed?

Is this place really inside a game?
No, if this is a game, why can't I log out?
Can I return to reality?

Warning!
You have selected to thrown away this world to live in another world.
It is not possible to come back to this world.
Do you continue?

The last memory at my house.
At the end of the setting, I'm sure that question appeared.
That may be true.

Certainly, I can use appraisal and I have what seems to be the level 6 weapon armament, Durandal, as well.
Just because this may be inside a game, I can't be relieved.
If this is the setting of the world that I choose, that warning that appeared may be real.

「Excuse me」

When I was thinking about such things, the village chief has entered.
He entered with a tub made of wood, filled with hot water.

「Ah, yes」
「Please, wipe your body with this hot water」

There was what appears to be a maid, an old lady and she leave the tub and a plain towel.
It's only a piece of cloth rather than a towel.

「Sorry」
「A change of clothing was prepared. Because your clothes got dirty, we have to wash them」
「Please do」

The old lady fold up the clothes and put them on the plank.
From her age of 66 years and the impression that I received, I think that she's the village chief's wife.
After finishing, she went out with the village chief.

I, who was alone, take off the jersey and wipe my body with the towel.
The jersey has red stains in several places.
Thieves' blood.

There is no sign that it's going to disappear, no matter how much time passed.
If this is not inside a game, of course it's not going to disappear.
As expected, this is not inside a game.

I let out a great breath

Indeed, I can use appraisal, and I have the level 6 weapon armament.
Nevertheless, who decided that this was the inside of a game?

Final warning.
It's really not possible to go back.

Including the last warning, this is a world where the settings I chose are valid.
In other words, this is reality.
The warning was for this other world.

Yes.
I have to accept this.

I noticed. I was only escaping from reality.

From what reality was I escaping from?

Homicide.

If this was within a game, I only defeated a character in the game.
But if this is not a game, I didn't kill a character but a person.

That's why, I wanted to think that this is a game.

It is only an escape from reality, a wish.
Just an illusion.

I must accept this.
This is my reality.

I've committed murder.
I killed a person.

Killing while thinking it is just a game event, but the sensation of Durandal still remains in my hand.
I took the life of another person.

But if I think about it.
This is a world where it's normal that thieves attacks a village.
If I can't log out, it's possible that I'm going to have to kill somebody again.
I will not be able to avoid that.

If I can't avoid that, it's likely that I'm going to be done for, thinking this is just a game.
When it's important I have to be cold, or I'm going to suffer.

The opponent was a thief.

I don't need to be depressed or worried.
If i didn't do it, they would have done something to me.
It's necessary that I have to accept this reality.

I breathe deeply one more time and prepare myself.

This is reality.
And, this is the world I'm going to live in from now on,
To live, it's necessary to dirty my own hands. I don't need to fear that.

I must do whatever is necessary.

This reminds me, there is another reason to think that this place is from the settings I have chosen.
I try to think about the character reset.

The character screen appears in my mind.
It seems that it's possible to move the cursor in the image.

Resetting the character with the bonus points appear to be possible.
As expected, all of the setting is adjusted.
Even the last warning is included.

I don't know why the bonus points became 1.
I used them completely, did I failed to notice?

For the time being, I closed the character setting.

I'm going to change to the clothes that the village chief brought me.
The shirt and the trouser are large. Though both are indigo, the color of the trouser is darker.
Although they are stiff and uncomfortable, it's not to the point I can't wear them.

Michio Kaga Man 17 Years
Villager Lv2 Thief Lv2
Equipment : Sandals boots - Ring of determination

Apparently this does not count as equipment.
I don't have Durandal in my equipment, must be because I removed it from my waist.

By the way, should I remove the bonus equipment?

Durandal is certainly an amazing sword. A very amazing sword. I felt it when I was fighting the thieves.
Aiming with it was very easy.

If this is a game, they can't steal it.
But, if this is not a game, there is no such restriction.

I have sandal boots on. This certainly belongs to somebody.

If I can make the sandals boots from someone mine, they can make Durandal their's too.

This is dangerous for two reasons.

First, if they steal my Durandal, there is the possibility I will lost the 63 bonus points.
The bonus points are the few allies I have in this world.
No, you can say they are the only allies I have (the 99 points).
I cannot lose them.

Secondly, the person that stole Durandal might be aiming for my life.

What is the death penalty in this world?
The level decrease and you revive in the church?

In any case, it's better if I don't carry Durandal often.
If it's really necessary, I can just reset the points.

The moment Durandal is stolen, I only have to erase it.
Let's try to enter the setting when I don't have Durandal.
...I can't tamper with the level 6 weapon armament setting.
The ring is equipped, so I can change its setting.
Like I figured, when Durandal is stolen, I lost the bonus points.

I close the character setting and carry Durandal.
I reopen the character setting in my mind.

I remove armament 6. The bonus points became 67.

How should i use the bonus points?
I chose necessary experience 1/10 and increased experience x10. Bonus points remained: 35
I chose necessary experience 1/20, bonus points: 3.
I chose Job setting and third job (bonus points 2), bonus points 0.

The character setting closed.
Durandal has disappeared.

I think about job setting.

My job appears in my mind.

Villager Lv2 Thief Lv2 Hero Lv1.

Because I choose the third job in character reset, it increases by one.
When I choose Hero Lv1, the information appears in my mind.

Hero Lv1
Effect : Increased HP - Increased MP - Increased physical strength - Increased stamina -
Increased wisdom - Increased spirit - Increased dexterity - Increased agility
Skill : Over howl
(TL: I don't know how to translate that skill, but I think it's like a war cry)

Did I have it from the beginning?
No, that is impossible.
If I acquired the thief job when I stole the sandal boots, then the hero job comes after.
Maybe it was when I defended the village from the thieves.

I tried to change my first job to hero but I couldn't do it.
I can only choose villager or thief as the first job. Why?

The effect of villager is an insignificance increased of stamina. No skills. Quite shabby.

It can't be helped, I'm setting the third job as hero Lv1.
The effect of hero is amazing. At least it can't be compared to villager.

The second job is thief Lv2.
The effect of thief is a very small increased in agility.
It's better than villager,

The job setting is finished, the status is confirmed.

Michio Kaga Man 17 Years
Villager Lv2 Hero Lv1 Thief Lv2
Equipment : Sandals boots

Chapter 5 : Examination

*

「Excuse me. Is it alright to come in?」

The village chief came again.

「Ah, I don't mind. What happened? 」

This is not good. I'm becoming arrogant because of his attitude.
Rather, the village chief regards me too highly.
I'm just a mere high school student.

Well, although I called myself a student, it doesn't matter here.
I'm only an ordinary person, passing by here, moreover, a Lv2.

「Because we already collected the equipment, please examine them.」

With the borrowed power of Durandal, I slaughtered the thieves like grasshopper, so they are cautious of me.
It wouldn't be good if my sword turns against them.
But it's also not possible for them to ignore the benefactor who saved the village. If you act imprudent and cold, you will receive ill will too.

From the position of the village chief, I am nothing but a troublesome existence.
They can do nothing but wait for me to leave, it's that type of strategy.

「Understood」

Though I say that, I didn't understand anything.
Examine what?
It's fine to make the equipment mine?

Because I defeated the thieves, their equipment is going to be mine.
If there is someone strong, and the villagers are weak, the strong one can act as he pleases through violence.

「This way」
「Is it okay for me to take the equipment?」

I asked the village chief while we walk.

「Yes. Michio-sama defeated the thieves, naturally the equipment belongs to Michio-sama」
「Is it so?」

It seems that the equipment is going to be mine.
It's not like there are police or justice like modern times, so maybe this is the norm.

「This time, the villagers has defeated two thieves. Therefore, I want to distribute two portions of the equipment to them, would that be alright? 」

The villagers only defeated two thieves?
This reminds me, they only exchanged some blows.
I, who have Durandal, only needed one hit.

「Understood. I don't mind」

I don't know what is normal in this world so I'm going to accept the proposal.
They probably only won thanks to me, but if I take everything, surely there will be complaints.
It's better if I don't do that.
Currently, I'm just a villager Lv2. I don't have Durandal with me now, if all the villagers get serious it's going to be dangerous.

「Thank you very much. Let me give you thanks on behalf of the village」

As expected, they don't take another attitude towards the Lv2 me.

「Don't worry」

Perhaps, because appraisal is a bonus skill, the village chief and the villagers can't use it.

The villagers may think that my lvl is 30 or more.
Because most villagers can't defeat the thieves.
The highest lvl among the villagers was 25 and he was defeated by the leader, in the village there is no one that can match me.
If that is the case, then that's why they are lowering themselves and praise me.

The place I was guided to was a corner at the edge of the village, they placed the equipment there.
A man was standing there.

Bikka Man 31 Years
Merchant Lv6
Equipment : Armor of wood - Shoes of leather

Maybe he is the merchant I saw this morning.

「His name is Bikka, the only merchant in the village」
「I am called Bikka. This time you have saved the village and everyone, i cannot express how grateful i am」
「I'm Michio. Don't exaggerate so much」

I'm glad they are thanking me, but I don't like to hear that from people I just met.

「Understood. Here are the equipments of the thieves」

I examine the equipment.

Armor of leather : Body Equipment

Boots of leather : Foot Equipment

Sword of copper : Sword of both hands

It seems that everything is ordinary.

「××××××××××」
「Oh, really? The villagers who defeated the thieves are going to be glad」
「I don't care」
「××××××××××」

The villager chief seems to have spoken with the merchant about the two portions of the equipment.
If only they will speak in brahim.

「Does Michio-sama have any capacity left in your space?」

The merchant asks.

「Space?」

Shit.
A term I don't know. Do I have capacity left in my space?

「Is my brahim unskillful? Its space to store the equipment」
「……Maybe, there isn't space left, I think」

I don't understand. The space I have left is not enough?

「Michio-sama is not an adventurer?」
「No, well, that kind of thing is..」

Is there any special meaning to an adventurer?
If I'm slow my facade is going to crumble.

「If someone is an adventurer, they can create a space to store the items and equipment, you can utilize a magic skill for the space. Maybe it is currently full because you stored your sword?」

The village chief shows me a lifeboat.

Is that so? It seems convenient.
There is a bag that is like an inventory, an item box.

After resetting, Durandal was gone.
From the perspective of the village chief, it seems like I have put it in my space.

「The inventory, eh?」
「The inventory?」
「Inventory, open. Item box, open. Tool bag. Item space…… Open……」

I murmured in a low voice to see what happens, but nothing.
Is the command different? Guess I don't remember that.
In any case, it seems that I will not be able to use it for now.

The village chief and the merchant are looking at me with cold eyes, I have that feeling.
Muttering a weird thing, it's painful looking at me. It's too painful.
A patient who suffer from chuunibyou.
Calm, calm down my left hand.

「……What's wrong?」

「I'm afraid to say that my space is full」

The truth is that I can't use it, I don't know where Durandal was send.
Or rather, where is Durandal?

「At the dawn of tomorrow, I'm going to the town Beiru to sell my goods. If you don't mind, you can transport the equipment in my wagon to the town. In Beiru there is a weapon shop and an armor shop. It's likely you can sell them in the city.」

The merchant offers.
I was hoping that this merchant would buy the equipment, but I was wrong.
Is he is going to take a little of the profit?

「I'm very grateful. I shall do that」

Maybe it's my job to sell my own equipment.
One leather armor and one leather boots.
I don't know if I can sell them. I'm grabbing two swords of cooper.

Sword of iron : Sword of both hands

What do I do with the iron sword?
It's one rank above the other equipment.
Even if I have something good, people may steal or aim for it.
But, it doesn't appear to be rare equipment, should i sell it?

「Here are the intelligence cards」

The merchant brings out a card, the size of a notepad.

「Intelligence card?」

What is that?
I repeat like a parrot.

「Among the thieves there are some with a bounty. Present this to the knights in Beiru to receive the reward」
「I see」

I understood the story.
If the thieves are rampaging, there should be a bounty.

And the card is proof that you defeated the thieves?
It seems this is common sense and everyone in this world knows about it.
I don't want them to think something strange about me.
When receiving the card I didn't look strangely at it and just accepted. I remain calm and continue checking the equipment.

Sword of cooper : Sword of both hands

Sword of cooper : Sword of both hands

When I was checking the equipment, something strange occurred.

Sword of cooper : Sword of both hands
Skill : Empty

Durandal too has a skill attached.

Did something happen?

To me who hold the sword in my hand, the merchant ask with a sharp sight.
There is no skill called empty, I think this is an open skill slot.

「This is a good item」
「What do you mean?」

But then, I don't know how to attach a skill.

「Skill. Skill slot. Grant skill. Manage skill」

I ended up murmuring again.
Nothing happened.
It doesn't change anything.
Perhaps I should say that murmuring doesn't change anything.
It only works while thinking about appraisal or the character settings.

「I heard that a blacksmith can attach the skill of a monster card, does that sword have any skills?
「No, it doesn't.」
「I see」

It seems that you need a specific job to apply the skill.
What is a monster card?

「However, this sword is not so bad. I will take it as part of my fees」
「You can see whether this does or does not have a skill?」

The village chief asks.

「Only generally. Let's call it the perception of an adventurer」

Because appraisal is a bonus skill, there should be few people who have it.
There is no need to talk about the fact that I have it.

「Like I said a moment ago about the sword the deceased villager was using. Could you examine it? If it's a good sword it can make the life of the family left behind easier」
「If I can understand it」
「Thank you very much. I will bring it immediately」

The village chief left.

Afterwards, I continue with the equipment.
It seems there isn't another with a skill or a skill slot.

Armor of iron : Body Equipment

Bandana : Head equipment

The two piece of equipment from the leader

Eh?
The equipment of the leader was a bandana?

Chapter 6 : Theft

*

Gear for thieves was arranged around the place including a bandana, however it was different to the one the level 41 bandit was wearing.

Maybe this one will become a thieves bandana if you put it on your head.... no, it was probably just a different piece of gear.

Then, what is this bandana....?

“What is this bandana?”

“I thought it was the one the bandit was wearing?”

The merchant doesn’t seem to understand.

Maybe I should be more forceful with my questioning.

There was no bandit wearing a plain bandana.

The bandana of the level 41 bandit is not here.

Possibly it was secretly switched with this bandana.

If this was Japan I’d back down because I don’t like attracting attention or trouble.

But this is not Japan.

In this world if I am defeated then everything ends.

I came to this world, I defended a village, and I killed a bandit (even if I didn’t do that for the village).

Maybe there is a misunderstanding.

No, it was definately a different bandana.

“The bandit wore a different bandana.”

“Huh....?”

The merchants face distorts in astonishment.

The merchant seems to be innocent, or very good at acting.

“xxxxxxxxxx” (TN: people speaking in unknown language) “xxxxxxxxxx”

The village chief has returned.

He is also innocent judging by his reaction.

“No way…. we should investigate this. Please wait a moment.”

The village chief leaves quickly.

What will happen now?

I really feel like a Lv2 villager.

It won’t be good if this becomes a big commotion.

Can the stolen gear be found this easily?

If the village chief is involved I could be attacked by all the villagers, and I will not be able to win.

Was I too rash?

Even so, I’m annoyed at the theft and don’t like keeping silent.

It’s not good to be patient in this world.

At the very least I should prepare my Durandal.

When I look around I see a woman with three swords. She is probably a former adventurer.

“What about those swords?”

I try to ask the merchant.

“Hmmmm”

“May I see them?”

“xxxxxxxxxx”

“xxxxxxxxxx”

The merchant says something, and the woman holds out a sword.

Tirihi: 31yo female villager. Lv12

Sword: Flaming Rapier.

Is she the widow of an adventurer?

She has blond hair like someone from eastern europe.

She is slightly dusty from living in the country, but I'd welcome spending the night with her.

Even the villagers of this world are beautiful.

I'm itching to ask for her help at night.

She is a widow and....

Ah, my delusions are starting to explode.

I'm the hero who saved the village.

Shouldn't I press this for a nighttime "reward"?

They are very friendly here.

I take the sword in my hand.

Rapier: One handed sword.

Skill: Flame sword.

"This looks like quite a good sword."

"Is it?"

I hold it out.

"Flame Sword!"

I swing the Rapier.

...

Nothing happened.

The sword was just shaken.

Tirihi and the merchant are looking at me suspiciously.

I think I passed a game flag.

An incantation is floating in my head.

Should I recite this?

This sword definitely has the skill of a flame sword.

There might be an effect of flames while cutting.

“I call upon my heart, release your power in a torrent. Flame Sword!”

I recite the incantation, and flames cover the blade of the rapier.

Hmm.

Awesome!

“Ha~u ……”

Tirihi also looks surprised.

Isn’t this your husbands sword?

Maybe I shouldn’t have said anything?

In the edge of my view I see the village chief talking to a villager.

The villagers seem to have seen the flames and look surprised.

What happens if I steal something? It would be good to find out.

Though I’m already wearing someone else’s sandals.

“××××××××××”

“××××××××××”

The merchant and Tirihi are also speaking.

I suddenly feel tired, not physically, but mentally.

Why is it?

Did using the skill consume MP?

Probably my magic is not strong enough.

Using this often is probably too much for a Lv2 villager.

“Do you think this is likely to sell well?”

The merchant asks.

“Sorry, I am not sure about it’s value.”

“It looks amazing.”

“I just don’t know what a good price is for this sort of thing. You should take this to a weapon shop to be valued.”

I don’t even know what the value of the currency is like in this world.

“xxxxxxxxxx”

“xxxxxxxxxx”

The merchant says something and Tirihi comes towards me.

I return the flame sword, and Tirihi passes me a second sword.

Scimitar: One handed sword.

Skill: (Empty) (Empty)

There are two unused skill slots on this sword.

It seems like this sword is quite good also.

“This doesn’t have any skills, but it is still quite a good sword.”

“An adventurer who died used to take really good care of it.”

Do they know there is empty skill slots on it?

Maybe you need an adventurers intuition.

“You should check the value of this at a weapon store as well. They might buy it.”

“xxxxxxxxxx”

“xxxxxxxxxx”

I return the sword to Tirihi.

Dagger: One handed sword.

The last sword seems to be just a plain dagger.

It’s probably not very valuable.

“This is a plain dagger. It isn’t bad, but the value won’t be high, however it is easy for women to use. As a memento of a former adventurer you should treasure it.”

I pass the dagger back to Tirihi.

“xxxxxxxxxx”

After hearing from the merchant Tirihi’s eyes redden.

While holding back tears, Tirihi leaves with the swords.

I think I’ve reminded her of her husband, and passed a flag.

After Tirihi has left, the village chief enters with several men.

“I am sorry. This man secretly swapped the bandana’s.”

A man wearing wooden handcuffs is looking down behind the village chief.

Did he do it on his own, or is he a scapegoat?

“xxxxxxxxxx”

“xxxxxxxxxx”

“Here is the correct item.”

When the village chief urges it the next man presents a bandana.

It is the thieves bandana.

There is no skill on the bandana.

“Yes, this is it.”

“And, the punishment for this man....?”

The village chief looks at my expression.

I understand what they want.

It won’t become a serious matter if they handle it within the village.

“Your village rules will be fine. I won’t object to how you handle it”

I think I’m pretty good at reading the mood.

“I understand”

The village chief seems to be a bit disappointed.

Did I misunderstand something?

“xxxxxxxxxx”

“xxxxxxxxxx”

The village chief says something to the criminal.

He is pulled forward by the handcuffs.

“Intentions of the soul, breath of wisdom, intelligence card, open!”

When the village chief recites the incantation, a card appears from the back of the criminals left hand.

What’s going on?

Awesome!

It’s the same as when I got the intelligence card from the thieves some time ago.

How did this happen?

The village chief mutters something to the criminals card.

“What did you just do?”

“I added the slave status to his intelligence card. He’ll remain a slave now until we release him, or until a fine is paid.”

“Okay”

It’s confusing.

I guess somehow the intelligence card contains important information about someones life.

It’s probably also proof for thieves with bounty’s on their heads.

“Our village rule states that if there is a theft, the criminal will become a slave and then sold off. Half of the money from selling them will go towards their family, and the other half will go to their victim.”

It’s quite severe.

So this is how someone becomes a slave.

I understand it now.

I would have liked the village chief to have told me this from the start.

As the victim I feel it didn't need to go this far, but it's too late to say that now.

"It's a first offense, I don't mind if you show mercy."

"I understand. I apologize on behalf of the village."

"The criminal has been caught. As the village chief you don't need to apologize."

"Thank you, has the inspection of the equipment finished?"

"Yes"

"Then please come by my house. Breakfast is nearly ready."

"Thank you."

I am glad we changed the topic.

I think I'll try and leave this place quickly.

Chapter 7 : Demon

*

“Please stay at this house tonight, I will organize dinner.”

The village chief says this as we eat breakfast.

Breakfast is salad and cheese with oatmeal.

It isn’t really tasty, but it’s not bad either.

If I can have meals of this level I might be able to survive in this world after all.

Dinner will probably be something a bit nicer because it’s the village chief preparing something for the hero who saved the village.

There was no mention of lunch. In the past humans only ate two large meals a day, which may still be common in this world.

“I will take you up on that offer.”

“The merchant will be taking a carriage to Vale tomorrow. He’ll be leaving quite early so make sure to have an early night if you want to go along.”

“How long does it take to get to Vale?”

“Around three hours by carriage”

I wonder if three hours is the same as earth time?

If the merchant leaves at 8:00am, then he should arrive by 11:00am. If he plans to return here the same day then he’ll probably leave there at 3:00pm to arrive back here at 6:00pm. This means he’ll be in Vale for 4 hours. (TN If Jimmy has 5 apples, and you take 3....) The merchant said he’s just picking up stock, so it might be shorter.

Maybe he’ll leave before the sun rises.

There is more chance of finding a good bargain if he is early.

“I would like to go then.”

“I’ll let the merchant know.”

Now, what will I do until then?

“Are there monsters near the village?”

“There are demons.”

“Ah, ok.”

So, they are called demons.

“If you go into the depths of the forest you’ll find the slow rabbit.”

“I see, I might go and fight that.”

Even though it has a weak sounding name, it should help me get information.

There is always the possibility it’s a strong demon too.

I had better not make any assumptions.

“The slow rabbit does not attack people, so it is a reasonably easy fight.”

“Really? Have you fought them?”

Sounds like it will be an easy victory.

I can kill time fighting some.

“Do you want to hunt the slow rabbit?”

The village chief dropped his voice a bit.

Hmmmm.

Did I misunderstand something?

“You said it was an easy fight.”

“A group of several villagers can defeat them, so for you it should be an easy win.”

“Is that so?”

It might be reasonably strong if it takes several people.

“If you defeat it, it drops fur, and on rare occasions it will drop meat.”

So the rabbits fur drops every time, but meat is a rare drop.

I have trouble understanding the reason.

“Is there any problem if I go demon hunting?”

“Hunting demons is fine.”

Maybe it would have been better if there was a problem.

If it takes several people then maybe it’s dangerous.

However I guess I’ll have to hunt my first demon eventually.

Since I will have to, it’s probably better to do sooner rather than later.

I don’t think I have a death wish. Sure if I go chasing trouble I may die, but I’ll die a man.

Though I guess visiting the suicide website was how I first came to this world.

Committing suicide, or being killed by a demon. I guess in the end there is not much difference.

I said that I’ll go, so I will.

Well, it’s a slow rabbit.

“I’ll head to the depths of the forest before dinner.”

I’ll manage somehow with my durandal.

The village chief said it will be an easy victory.

“There is a young person in the village that would like to hunt a slow rabbit, would you be interested in going together?”

“Hmmmm.”

“It will be good experience if they go with you.”

What should I do?

Of course it might be safer with a companion.

However it might be troublesome if people find out I am weak.

I have caused one man who lived in the village to become a slave. His

family may retaliate if they find out.

"Sorry, but I'll decline. I've never fought one before so I'm not sure if I can look after a companion."

"Oh, I see. Sorry I've been a bit too forward."

I made up a good reason and decline the offer.

After the meal, I grabbed the thieves card, and the copper sword.

I then headed into the depths of the forest.

The demon did not show up.

In a game, monsters would be appearing just a single step outside the village.

Though if I think about it, they wouldn't make the village in such a dangerous place.

"Intelligence card, open!"

Since I am alone, I try something interesting.

...

Though, nothing happened.

Maybe the incantation was different, or it's not something I can learn after hearing it just once.

Do I have an intelligence card?

Thinking about it makes me feel anxious.

Finally I came across a strange animal.

It's about 50 centimeters long, and covered in white fur.

Is it the slow rabbit?

When I think about it, information appears.

Slow rabbit Lv1

Oh

It seems the judgement skill can be used.

It even shows the level.

It doesn't show how much strength the slow rabbit has.

I'll go in carefully with my durandal.

I brought up my character stats window.

I reset my stat points, and put points into 5x decrease in required experience til next level, and put points into 5x increased experience gain. There's 64 points remaining so I put them into weapon skill 6.

I have 1 bonus skill point.

What should I use it on?

Maybe a bonus incantation?

Meteor crash.

That sounds like a strong spell.

I select Meteor crash, and my character settings ends.

My durandal appears in my left hand.

If I use magic I might not need the durandal, but I don't know if I'll defeat it in one shot.

I hand the durandal at my waist.

It's troublesome to keep two swords hanging at my waist, so for now I lean the copper sword against a tree.

I remove the durandal from it's sheath and firmly grasp it with both hands.

The slow rabbit has not noticed me yet.

I'll make a sneak attack from the shadows of the tree.

Go!

"Meteor Crash!"

I yelled.

...

...?

...

Nothing happens.

Nothing changes.

A light gust blows between me & the slow rabbit.

People would have laughed if they had seen this scene.

Thankfully I'm in the depths of the forest.

There is an incantation. It's different.

The incantation appears in my head.

I try to use it.

"From the emptiness of space, the destruction of everything, Meteor Crash!"

This time it will work!

Or so I though. Nothing happens.

Nothing changes.

There's the problem.

My MP is not enough.

I think the MP I used on the Flame sword, and my fatigue have both recovered after my meal.

I just don't have enough total MP to activate Meteor crash while I'm Lv2.

Since there is no other way, I charge in with my durandal.

My body feels light. An effect of hero Lv1.

The slow rabbit turns towards me & stands up.

As expected, it doesn't run away. Since I was told it takes several villagers to fight it, it should be stronger than one person.

However, I have a saint sword, durandal.

He will taste the sharpness of my durandal I use it to slash down towards the demons shoulder.

My durandal cuts straight through the demon.

The slow rabbit has been defeated in a single blow.

Green smoke starts coming from the demons body, and the whole body begins to melt.

When the smoke stops, all that's left on the ground is a small white fur.

It is the fur of the slow rabbit.

No wonder.

The village mayor said it would drop fur.

I pick up the fur, and go back to where I left the copper sword.

The durandal feels like overkill, but I'll hunt another two slow rabbits with it.

It's possible the one I just killed was weaker than normal.

I leave the fur next to the copper sword, and continue on.

Using the durandal on the next two slow rabbits also felt like overkill.

It killed them in one strike each.

I now have 3 pieces of fur.

Should I try using the copper sword?

I reset my stat points again. Instead of weapon skill 6 I put the points into 10x bonus experience. My bonus skill point is at 0, the point I spent earlier is still in Meteor Crash.

I attacked the next slow rabbit with the copper sword.

I launch a splendid preemptive attack at the shoulder area.

Oh?

The sword does not penetrate at all.

Far from it, the sword barely did a thing.

I launch a second slash that goes as bad as the first.

It feels more like I'm just taunting it than cutting it.

The slow rabbit attacks me.

Danger!

Somehow I managed to avoid it.

In return I land another blow.

It's useless, there's no sign that I even did anything.

Even so, little by little the damage will still add up.

I continue attacking with the sword, while being cautious of it's attacks.

The only good thing is that it's movements are not quick.

Well, it's a slow rabbit.

As I think that, it jumps at me.

I move my head, but could not avoid it with my body.

Urgh.

There is a huge shock to my body.

This is dangerous, it could tear my whole body to pieces.

I strike with the sword repeatedly.

The slow rabbit dodges with it's head.

It manages to partially avoid it, but is still struck in the shoulder. It's starting to feel like I'm doing damage now.

The slow rabbit jumps at me again.

This time I read the attack and manage to avoid it. I get in a blow as it flies past on my right.

Is it still not enough?

I strike it again & again.

It sees a chance to attack and jumps again.

Urgh.

I was focusing too much on attacking and not on defense.

This is bad. If I'm hit much more I might die.

I avoid the next attack & regain my balance.

I knock it's head back, and strike a blow to it's belly with my sword.

The sword sliced in a bit, there is starting to be less resistance.

Haven't you died yet?

I strike it. I strike it. I strike it.

When I hit it a fourth time it finally falls to the ground.

It becomes smoke and disappears. Rabbit fur is left again.

"Phew."

While gasping for breath, I let out a sigh of relief.

My whole body is painful. Breathing is hard work.

That was dangerous.

There was a big difference between the durandal and the copper sword.

Or was this slow rabbit really strong?

That reminds me, the slow rabbit had a level.

I didn't check it. Wasn't it Lv1?

I'll do future battles using the durandal.

I'm not sure how many attacks it took with the copper sword.

The durandal has the HP absorption skill.

Defeating enemies with it recovers my HP.

I place the fur and the copper sword with the other furs, and take the durandal.

Slow rabbit Lv1.

It was.

I swing the durandal as I run at it.

The slow rabbit disappears, and a fur appears.

The pain in my body eased a bit.

I think I've absorbed some HP, it's not a placebo effect.

If I hunt one or two more I should have a complete recovery.

I return to the copper sword and leave the fur there, and then I go hunting again.

Slow rabbit Lv1.

So, it's Lv1 too.

The slow rabbit will try to run from people, but if they get into a fight they fight well.

However, if I launch a preemptive strike, it's an easy win with the durandal because I can kill it with one blow.

The preemptive strike decides it, it's killed in one shot.

The slow rabbit becomes smoke and fades away.

This time there is an item that is not a fur.

Rabbit's meat.

Is this rabbits meat?

Should I give it to the village chief for tonight's dinner?

I'll get the furs and return to the village.

Status check!

Kaga Michio: Male, 17 years old.
Villager Lv3
Hero Lv1
Thief Lv3
Equipment: durandal, sandals.

Oh, I've leveled up!

TN: When I translated “slow rabbit” I tried looking in the romanji for some cool name. I was looking for the word Usagi since I remember that from anime, but I didn’t find it. Sometimes they used Suro Rabitto, and other times they used the japanese Osoi Usagi. Feels like it might have been a bit strange to read if I could actually read it.

I’m losing some of the finer details in the parts where he resets his skills. His experience is mentioned each time, but I’m not sure if it’s a reset cost, or a remaining til level up or what. There’s other numbers also which might be total stat points, but I think I’ve gotten the important things done right.

It feels like the author repeats himself quite a bit too.

Chapter 8 : Farming in the afternoon

*

When I kill demons, my experience points go up.
Earning experience from hunting demons is the best way to raise my level.

My bonus points have increased by 1 for some reason, maybe because my level increased.

I have a feeling my bonus points increased when I hit Lv2 also.

It will be a great system if my bonus points increase every time I gain a level.

I wonder how people without the character reset skill use them.

It would be a hard decision.

Something you are stuck with for life.

That would be truly cruel.

Anyway, I've worked out how to raise my level.

The next problem is how to increase my jobs.

I have the Villager job from the beginning.

The thief job I picked up somehow.

Hero might be because I protected the village from a thief.

The other jobs I've seen currently are village chief, merchant & farmer.

I'm not sure how I can become a village chief, maybe if I do the things a village chief does.

Or maybe only NPC's can become one.

Maybe if you do a good job you replace the existing village chief.

I can possibly ask the merchant how to become a merchant.

But what about a farmer?

Now that I think about it, I got the thief job when I stole the sandals.

Maybe farmer is the same as thief? I just have to do some work on a farm to get it.

Farming.

Maybe I can do it in the village?

I put away the durandal & return to the village.

I was thinking maybe I should try using my copper sword, and maybe putting up to 5 points into weapons.

However, if I don't kill stuff in one strike I might get attacked.

The HP absorption of the durandal is necessary to recover.

Maybe the right idea is to alternate swords?

The copper sword is hanging at my waist, my right hand has the five rabbit furs, and I have the rabbit meat in my left hand.

The rabbit fur is quite small. How many will I need if I want to make a fur coat?

Maybe 100-200 pieces, or more.

They probably don't sell well.

Well, it's a demon that even a beginner can hunt if they have a durandal.

Ah, Mr durandal.

I enter the back of the village from the forest, and return to the village chief's house.

"Please use this with dinner."

I give the village chief the rabbit meat.

"I can have this?"

"Yes, I thought it might help with dinner."

"Certainly. This.... is rabbit meat!"

The village chief was surprised.

Even though he was the one who told me about rabbit meat dropping.

“It dropped by chance.”

“You need to kill around ten slow rabbits to get rabbit meat.”

“Hmmm”

So the drop rate is 10%?

“Michio, the gods must love you if this dropped on your first try.”

“No, I didn’t get it from the first one.”

I lift my right hand.

“No way……”

The village chief swallows his saliva.

Why is he surprised?

He told me it would be an easy victory.

“You said it isn’t a strong demon.”

“I knew you could defeat it, but this many when only half a day has passed…”

“That’s really quick?”

The sun is still high in the sky, there is plenty of time before sunset.

“Many villagers are needed to fight a slow rabbit, and it’s a long fight before they can finally defeat it.”

“I see.”

I did have a hard time while using the copper sword.

But the durandal killed it in a single blow.

“It even takes a long while to recover physical strength after fighting one. Treatment is also needed if there are wounded. They are not normally hunted in succession.”

“Ahh.”

If they are using copper swords, they will probably be hit by the jump attack. Is the recovery of physical strength even necessary after receiving attacks?

For me, the HP absorption of durandal also recovers physical strength.

“You’re too strong Michio! People who can kill slow rabbits on their own in such a short time don’t normally come to this village.”

“Is that so?”

The villagers may think I am amazing.

That’s fine.

I don’t feel bad if they think I am strong.

“If you can, please sell the furs to the merchant. We sew them up in this village, even though we can’t hunt many.”

“Ok, I’ll do that.”

Since the slow rabbit lives near here, it might be a specialty of this village.

I wonder if I’d get more selling it elsewhere?

“Thanks, the merchants house is three houses along.”

“Ok, I’ll head over there.”

“Wait a minute.”

When I try to leave the village chief asks me to wait.

“××××××××××”

“××××××××××”

The village chief calls out, and a woman who seems to be his wife comes out carrying something.

“Please use this bag.”

“Oh, thank you.”

The village chief passes the bag to me.

It's a small bag like a pouch, that has a drawstring to pull it closed.

I put the rabbit furs into the bag.

"Then, I'll be off now."

I head to the merchants place, three houses along.

I did not hear if it's right or left.

"Maybe that place?"

There is a house where the entrance is wide open. Maybe it's a shop? It doesn't really look like one.

Should I equip the negotiations skill?

I used my character reset skill.

I uncheck Meteor crash, and place the check next to negotiations.

It causes a rise of 10% is sale prices.

This pattern again? (TN, I'm not sure about the pattern, the details on stat resets are very hard to figure out from MT's).

I am able to spend 64 points.

The sale price went up. 15, 20, 25 and barely scraped in to 30%.

"Excuse me."

I called out, and entered the house I thought was the merchants.

"It's Michio, I'd like to do some business."

The merchant from earlier comes out.

"What do you sell here?"

"This is the only shop in the village, I mainly take orders, and aquire the items from the city."

There is no merchandise?

It seems quite pitiful.

Is this civilizations level like this?

“There is no shop with items?”

“….merchants who always have stock on hand…. I think slave dealers are like that.”

The merchant sounded a bit suspicious.

It’s expected that slaves can’t just be obtained when required.

So a slave trader always has some stock on hand. Other stores just have stock on demand.

By chance, did it seem like I came to buy the slave?

“That sounds strange to me, though I’m from the country.”

I quickly made something up.

“I don’t think there are stores like that in the country.”

“There aren’t, I heard someone say there were shops like that in towns.”

“Is that so? In the town of Vale there is no such thing. Maybe bigger towns have armor & weapon stores like that.”

“Since I’m from the country, it might have just been a made up story. Don’t worry about it, I actually came here to show you these rabbit furs.”

I changed the subject.

“It’s rabbits fur?”

“Yes, and the village chief suggested I sell them here.”

I take the furs out of the drawstring bag.

“These… are quite good quality.”

There are five of them.

I probably don’t need to say I just hunted them.

“Will you buy them?”

“The market price for furs is 20 nars each.”

“Hmmm.”

I don’t understand the value, even if he says 20 nars.

“I will give you 130 nars for them all.”

20 nars each for five furs should be 100 nars, and it wonderfully became 130 nars.

How did that happen?

I won’t complain if he’s paying well.

“That is good.”

“Here.”

The merchant places many copper coins and a white coin on the table.

Is the white coin a silver coin? Is the silver coin worth 100 nars?

.....26, 28, 30. I have received it.”

I count out 30 copper coins.

I put the small change into the drawstring bag that held the furs.

The merchant put away the rabbit furs.

“We have the kyupiko fruit growing in our vegetable garden, I’d like to give you some as thanks for this trade.”

“Kyupiko?”

“Yes, it’s something I’ve grown with some good quality seedlings that I think could become a specialty product of our village.”

It was something I had never heard of.

Maybe only people of this world are familiar with it?

“I see.”

“Wait here a minute please.”

“Could I have a look at where the kyupiko comes from?”

The merchant stops.

This could be a chance for some farming labor.

“You want to see it Michio?”

“Since I am from the country it sounds interesting.”

“Ok, then lets head out to the vegetable garden together.

The merchant and I went outside.

“Does everyone have a vegetable garden?”

“Yes, everyone in the village maintains small vegetable gardens.”

The merchant and I chat while we walk.

Information gathering is always useful.

“I thought there were farmers in this village?”

“Yes, there is a man who is a member of the farmers guild managing a field just outside of town.”

“Farmers guild….”

Is there such a thing?

“All farmers around here belong to the farmers guild.”

I don’t quite understand it, but it seems to be serious.

Even if I do farming work, is it useless?

“Oh, and what about becoming a merchant?”

I secretly used my judgement skill to check the merchants title.

The judgement skill is very convenient.

“I also belong to the merchants guild.”

So I probably have to join the farmers guild to become a farmer, and the merchants guild to become a merchant.

“So, if I want to become a merchant then I have to join the guild?”

“Are you interested in becoming a merchant Michio?”

“No, I’m just wondering about it.”

I quickly deny it.

“I thought you would already be in a guild?”

“I haven’t joined one yet.”

I act embarrassed.

“Your not an adventurer? I thought you would be part of the adventurers guild?”

“I’m not an adventurer yet.”

So there is one.

There is such thing as an adventurers guild.

“Your really not part of a guild?”

I guess it was unexpected.

“Well…”

“You might already know, but you can only join one guild, and there are severe restrictions on leaving that guild.”

“Oh.”

So it’s like that?

“Joining the merchants guild is quite easy.”

“I just need to register with it?”

“Yes, and you can’t become one if you don’t get their approval.”

“I understand.”

I said I understand, but I don’t really.

It sounds a bit like a strange procedure.

“Also, there is a wealthy merchant guild. You can’t get into it unless you have alot of experience.”

“Oh.”

I don’t understand it well, but I guess a wealthy merchant is a higher ranked merchant?

I toss in words of agreement as we head to the vegetable garden.

At the edge of the village there are fields spread out.

“This is our vegetable garden.”

“Oh, it’s big!”

It’s strange to call such a good sized area a vegetable garden. There are several kinds of different plants in it.

The plants are the same as those on earth.

There’s a carrot!

There is a plant about a meter high with red carrots hanging from it.

Wait. Do carrots really grow this way?

Hmmmm.

Was the carrot a type of fruit?

“That one is the kyupiko.”

The merchant tells me as he approaches the carrot.

“Oh.”

So it’s not a carrot, it’s a kyupiko?

A carrot is a root. It does not grow this way.

“When it becomes red it is ready to eat, try it.”

“It’s fine to pick off by hand?”

The merchant nods, so I pick one.

“....how is it?”

After picking two, the merchant asks me this with uneasiness.

Did you say you wanted to make this a specialty product?

“Carrots don’t grow around here?”

“Ginseng? You can probably find that in the forest.”

There doesn’t seem to be carrots in this world.

It doesn’t matter, because it is not a food I favor.

It should be fine to eat, it feels slightly hard.

“It resembles a vegetable from where I lived.”

“Oh.”

The merchant watches me expectantly.

“It is bearing fruit well.”

“How is the taste?”

Have you tried it?

I make up my mind, and bite into the thing that looks like a carrot.

Oh!

It’s quite tasty.

Yes, the taste is not bad at all.

Like a slightly sour cherry.

But with the appearance of a carrot.

The difference gives a strange feeling.

“It has a good taste and should sell well.”

“You think so? Thank you.”

The merchant thanks me with a relieved expression.

The day is coming to an end.

I decide to hurry back.

On the way back, I open my character settings and check my jobs.

Farmer Lv1

Effect: small strength rise.

It’s there.

It was obtained unexpectedly easily.

I got the farmer job from harvesting fruit.

I can set it as my first job.

I could also switch Hero to my first job, but I don’t think there is any

point.

Since I can only have three active jobs, I need to disable one.

Should I choose the slight stamina rise from villager, or the small strength rise from farmer?

If I move stat points out of bonus experience, I can force a 4th job to be set.

My body felt extremely light while fighting the slow rabbit, and I think that was the effect of job bonuses overlapping.

Though it's possible that only the strongest of two similar bonuses is active.

Even so, it should still be good to learn more jobs.

The problem is experience.

If I set 4 active jobs, my experience gain might get worse.

Thief is currently set to my third job, and has risen to Lv3, so all active jobs might take a share of my experience.

So if I get a fourth job, will all of them only get a quarter of my experience?

If experience is divided, it will be harder to raise levels.

But what about if it's not divided?

More jobs would be better after all.

Three jobs would be three times more experience, and for jobs would be four times more.

This would make my bonus experience stat even more efficient.

I replace villager Lv3 with farmer Lv1 as my first job.

Kaga Michio: Male, 17 years old.
Farmer Lv1
Hero Lv1
Thief Lv3

Equippment: copper sword, sandals.

Do the first & third job positions have any differences?

Should I switch the position of the higher level Thief Lv3 with the first job?

Though people don't really like thieves, so hopefully this job is hidden a bit if it's in the lowest position.

When I get back to the village chiefs house, dinner had just finished being prepared.

Dinner was a stew made from the rabbits meat, with some kind of stir-fry made with fish as the main dish.

Both are really delicious.

It seems the dishes in this world are of quite a good standard.

Dinner left me quite satisfied, so I went to bed early to be ready for tomorrow.

Hmmm, Tirihi?

The life of a villager Lv25.

0 years old.
Born in a country village.
Parents are both villagers, and there are three older brothers.

10 years old.
Since I am not the first son, I think I should probably leave the house some time in the future.
I don't really want to become a soldier. but there is not many job options around here. I want to live freely. Hopefully I can become an adventurer.

12 years old.
There is a demon subjugation near the village, so I join in.

17 years old.
I become the leader of the town guard.
I guard merchants that travel out of town, and I learn a lot about the

outside world.

18 years old.
A strong demon attacked the town.
I lead the fight, but a lot of villagers die, and surrounding fields are destroyed.
This causes a famine, and disease strikes some of the weakened villagers.

19 years old.
My family died from illness, so I left the village & headed to a town.
I lower my head to an adventurer I knew and am allowed to join a party. I changed my job to explorer. The treatment isn't good.

33 years old.
I fall in love with Tirihi(17 years old).
However, I am employed as an explorer, and I can't approach her.

35 years old.
I work hard on raising my level, and make it to Lv50
I switched jobs to adventurer, and joined the adventurers guild.
I leave the party and become independent. Tirihi is now 19 years old and I try to approach her.
Life felt good. I also got a rapier.

37 years old.
I married Tirihi (21 years old).
I have trouble as an adventurer. Since I was a low ranked party member for years, my equipment isn't good. I don't have good contacts either. I exist just hanging around the adventurers guild.

40 years old.
I have bad luck, and suffer an injury.
The adventurers guild tries to make me work, even with my injury. The let me leave the guild, with the condition that I abandon the job of adventurer, and return to being a villager.
Tirihi & I return to my home town and live together.

41 years old.
We have a son.

I help the village hunt demons. Even without the adventurer job, I am still quite skilled with a sword.
I spend my days fighting demons for the village, and looking after my wife & child who I love.

47 years old.
I fight with a thief who attacked the village, and I die in battle.

[Special] Chapter 9 : Another paths end, according to a special volume

*

The hero's delusion.

This is another path, where Tirihi visited his bed during the night. It's totally a delusion, it has no relevance to the main story. There is no problem if you continue reading the story without reading this chapter. Future events will be different to this, including characters and settings. It does have heroines appear that have not yet been introduced. Even though the series title is "Harem", there is no heroine until chapter 11. Well, if you include this chapter, the first heroine will not appear until chapter 12.

I will try to write more quickly.

Please don't throw things at me.

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*

"Is there something in this village Master?"

Miria asks with her cat ears raised.

"No, there is probably nothing."
"There doesn't seem to be any kind of resort here either."

Sherry looks around restlessly also.
Is it from curiosity rather than caution?

"It's just somewhere I came a long time ago."

I put my hand on her head.

I enter the village with them.

It's been a long while, and things change over time, but this village has hardly changed at all and feels quite nostalgic.
There should be a barn just to the right as I enter the village.

Bikka. 41 year old male. Merchant Lv14.

There is a man in front of the barn.
It's a face that I remember.
His level hasn't gone up much over ten years though.

"××××××××××"

He says something, but as usual I don't understand it.

"××××××××××"
"××××××××××"

Roxanne responds, and the merchant gives a small bow and heads into the village.
He should have been able to speak even in the brahim language.

"Master, do you have some business to do here?"
"Yes, please buy some Kyupiko from the merchant."

I request Roxanne.

Roxanne takes Miria and leaves. I head towards the barn.
There is one horse in the barn.

"It's a barn."

Sherry says as she comes up beside me.

"Master, why are we at the barn?"
"Hmm, I wonder why I came here."

I look over to Vesta who is standing at my left, then up at the roof of the barn.
I didn't want to say I came here because I was feeling a bit homesick.

"Huh?"

Vesta answers with suspicion, and I give her back a light pat.

Ten years ago this barn is the first place I appeared when I came to this world.
My journey started here.
It's hard to remember if it looks exactly the same as it did a decade ago.

The merchant was here, so this barn probably belongs to him.

That's probably it.
There probably aren't many horses in this village, just one to pull a wagon.
The merchant has a wagon, so this horse is probably his, and the barn with the horse in it must be his too.
So, those Sandals belonged to the merchant.

"Do you remember me?"

I pat the horse as I speak to it.
It's possible that it's a different horse though since ten years have passed.

If it's the same horse from that time, then it's the first living thing I saw when I came to this world.

"Master, I got them."

Miria comes from the other side of the road.
She has red fruit in both hands.

"You did?"
"Yes Master."

Miria passes two kyupiko to me, and then goes back the way she came.
Roxanne comes from the other side as well.

"Hurry up Nee-san!"
"Ok."

Miria runs to Roxanne and pulls her by the hands.
Roxanne starts running along.

I handed the fruit that looks like a carrot to Sherry and Vesta.
I wait for Roxanne.

"You spoke to him?"
"Yes master, it seems this is a specialty of this village."
"Really?"

The merchant seems to have succeeded in his cultivation.

“Master, here you go.”

Roxanne takes a kyupiko from her bag with a smile and passes it to me.
This smile hasn’t changed over ten years.
I accept the kyupiko from Roxanne.
I take another and pass one to Rutina.

“Thank you Master.”

Rutina bows her head. Her long elven ears sticking from her pretty blonde hair are beautiful.
While looking at her with eyes of admiration, I noticed Miria looking at me expectantly.
I’ve eaten one before though.

I bite into the kyupiko.

Yes, kyupiko.
Hmm, was the taste like a cherry?
It’s hard to remember what a cherry tastes like.

“It’s delicious.”
“Ah, that’s good.”

I put my hand on Miria’s head. It’s nice being allowed to pat a cat girl.
Patting feels really good.

I looked at the villages vegetable garden.
What kind of plant was the kyupiko?

There’s a small boy working in the vegetable garden.
He’s admirable looking with jet-black hair.

... a black haired boy?

He keeps disappearing and reappearing as he works behind chest height crops.

There are a lot of blonde and brown haired people around here.
Black hair is a minority.
Was there anyone with black hair in this village?

With a strange feeling in my chest, I use judgement.

Mio. 9 years old male. Villager Lv1.

...

Mio and Michio.

Ok.
It's like that.

It probably is.
Is that right?
Even though he hasn't inherited the family name?

Is this possibly my child?

"Nyaa..."

I'm still patting Miria, and she's letting her voice out a bit.
She's fully satisfied with the sweetness of the fruit and her ears being patted.

"Roxanne, can you interpret?"
"Yes Master."

I go to the vegetable garden.

"Do you have a moment?"
"××××××××××"

After Roxanne speaks, the boy comes out of the vegetable garden.
That face... is it similar?

"What are you growing?"
"××××××××××"
"××××××××××"

"The Kyupiko."

That's what it looks like.
The red fruit.

"How are your parents?"
"××××××××××"
"××××××××××"

“My mother is doing well, but father died before I was born.”

Really?
So that’s how it is.

I pull a sword out of the item box.

Scimitar of Anger. 5 x attack power, HP absorption.

It’s an old sword that I no longer use.
It’s quite good because of it’s passive skills.

“Do you do what your mother tells you to do properly?”
“××××××××××”

After Roxanne interprets, the boy nods.

“I have a feeling that I knew your father.”
“××××××××××”
“I will give this sword to you, and if your mother thinks it’s ok then you can use it. Make sure to protect your mother.”
“××××××××××”

The boy watches the sword.
He seems to be extremely interested.

“Don’t decline.”
“××××××××××”

I gave him some prompting.

“When you use this sword you may think you have become strong, but it is this sword that is strong. You are not strong, don’t even forget that.”
“××××××××××”

I give a warning before I release the sword.
Would he listen to it?
It will embarrass me if he leaves his mother because of this and becomes an adventurer, bit it’s his life.

I wait until Roxanne finishes interpreting and then finally release it.

“××××××××××”

“Thank you”

The boy bows greatly, and then runs away with the sword held like an important treasure.

Maybe his mother, Tirihi, is in their house.

“Master, that’s the old sword that I treasured.”
“Sorry, Roxanne, it’s a sword which was mine first.”
“I don’t mind, it’s just the first sword I received from Master.”

Roxanne shows a smile as she remembers the old days.
It’s beautiful whenever I see it.
Even after ten years it’s a smile I never get tired of seeing.

“Let’s go.”

I’ll probably come to this village again.
Or, maybe not.

With the village behind me, I use movement magic.
There are still fights in our future.

Please look forward to more work from Sogano Shachi.
(This series is still continuing)

Chapter 10 : Road

*

That night, Tirihi did not come to my room.

...I should have realized.

Of course I should have realized.

Though it would have made for a delicious story.

Maybe this is as far as I can get with my looks.

Or maybe she didn't come because she doesn't know where I'm staying?

It was lonely sleeping on my own, and I wake up in the village chiefs house in a room with a dirt floor.

I think I was dreaming about something, but I can't remember it.

I wake up expecting to see my apartment in Tokyo, but that's impossible.

Tirihi didn't come either, this is the worst way to wake up.

I sigh as I lay there on the bed.

The bed is shabby, made only of a mat & blanket on a board.

Is this how you treat someone well? I'm not sure yet since I don't know what the standards are like in this world.

Part of me thought this world might be virtual reality, but that idea was totally shattered when I went to the toilet.

If my body was lying in a hospital, that would have been great.

I'd rather not wake up.

But this is a real world, and I'm living here.

"Mmmm"

I stretch my arms.

"Excuse me."

I hear the village chiefs voice.

“Village chief?”

“Are you up already? It’s nearly time to depart.”

“Ok”

I leave the room with my luggage.

I call it luggage, but it’s really only a copper sword, and a drawstring bag. In the bag I have the large sum of 130 nars, and the thieves intelligence card.

That is everything I own.

“Good morning.”

“Yes, good morning.”

“Here are your cloths from yesterday.”

“Was there a jersey?”

I forgot.

The copper sword and drawstring bag are not everything I own.

I find the jersey on the stand near the front entrance.

It’s still dark in the entrance, but after opening the front door I see the first light of dawn appearing.

I wear the cloths I received instead of the jersey, but I take it with me.

“Your cloths are made from some very unusual cloth, they must be quite valuable.”

“No, they are not very valuable.”

The jersey was quite cheap.

Oh, polyester would not exist in this world.

“You can use this bag if you want.”

The village chief offers me a large bag.

There is a shoulder string on it.

It's a rucksack.

"Hou"

"I've put breakfast in it. Please eat it in the wagon."

"I'll do that."

I am grateful for the rucksack & breakfast.

I put the jersey & drawstring bag in to the rucksack with the breakfast.

Breakfast is wrapped up, but feels like a loaf of bread. I shouldn't hope for something luxurious.

"Also, here is a reward for saving the village."

The village chief gives me a drawstring bag, the same as the one I got yesterday.

"Oh?"

Casually I looked in the bag & saw coins inside.

In the low level of light I can see some bright yellow. Are they gold coins? There's about ten of them.

"Sorry it isn't much."

"No, I'm very grateful for this."

"This is the largest reward we can manage."

After thinking a little, I accept it.

There is no downsides to taking it.

Since it was offered to me, there shouldn't be any grudges if I accept it.

There is no benefit in declining.

I don't want to stand out, and I don't want a reputation of being a hero who works for free.

There isn't any reason for me to show favoritism for this village either.

...and Tirihi did not show up.

I put the rucksack filled with all my luggage over my shoulder.

The village chief accompanies me outside.

We head towards the edge of the village & find the merchant there preparing the wagon.

“Good morning.”

“Good morning.”

I exchange greetings with the merchant.

“I’ll leave as soon as it gets light, Could you sit next to the coachman’s seat?”

“Sure.”

I got in the wagon.

It shakes a bit.

The cargo is the thieves accessories, Tirihi’s two swords, and a cage similar to a kennel.

Tirihi seems to not want to sell her dagger.

The cage is fully enclosed on three sides, and the fourth side has a lattice covering.

As I was wondering about it, a man was brought out & placed into the cage.

It’s the thief from yesterday.

“This man will be taken to Vale & sold to a slave trader.”

The village chief explains.

“Oh.”

“Half of the sale price will go to you Michio.”

“We got the right accessory back, the family can take all the money.”

“No, if we pass the family all the money then they can buy him straight back & this is no longer a punishment. Please accept your share.”

Ah.

That makes sense.

As a stranger I should not object to the law of the village.

I give a nod of agreement.

“xxxxxxxxxx”

“xxxxxxxxxx”

A man comes and exchanges some words with the burglar.

A young girl runs to her father without being told.

Even though I don’t understand what is said, I can understand the atmosphere.

This mans family speak to him with sadness.

“It’s become light enough, so let’s be off.”

The merchant climbs up beside me.

He flicks the reins & the horse starts moving.

The sun isn’t fully up yet, but this is light enough for the stretch near the village.

“Thank you for your help.”

“No, thank you for saving our village.”

The village chief & I say our farewells.

The wagon is now leaving the village.

I may never return here, but this will always be my first village.

I look back towards it and take one last look to etch into my memory.

A tarp covers the back of the wagon.

The man who became a slave is quietly behaving himself.

“Is the journey safe?”

I ask the merchant.

“The road to Vale has regular demon subjugation to maintain it.”

“Oh.”

“There is no real danger.”

Things start getting lighter, and the wagon raises speed a bit.

The wagon shakes with a rattling sound.

Is the wagon bad, or is the road bad? Probably both.

There is a forest of broad leafed trees on either side of the road.

The trees are not very high along the road, though I’m not sure about further into the forest.

However it doesn’t seem to be a very deep forest.

There is no scenery to enjoy because of the forest.

Scenery might take my mind off the shaking.

I endure the shaking in silence.

I eat the bread for breakfast while getting shaken around.

There is nothing to do, so I just stare forwards.

Well.

It’s not bad to have free time.

But if I don’t change my position every now & then my butt gets painful.

I see a shadow out front.

It seems to be something.

Slow Rabbit Lv1

“There’s a slow rabbit ahead.”

“You’ve seen them before?”

“I hunted some yesterday.”

It’s because of the judgement skill that I know it’s a slow rabbit.

It’s still quite far away though, so I can’t see it well yet.

“I see it, it isn’t very dangerous, but I’ll slow down a bit.”

“Hmmm.”

The wagon approaches the slow rabbit, and then passes by it’s side.

I want to attack it, but it’s better to arrive at Vale quicker.

“We’ve passed it.”

As we move on, I see something else in the distance.

I’m not sure what it is yet at this distance.

Gumi slime Lv1

Do they normally have this many demons?

“It’s a Gumi slime.”

“A Gumi Slime?”

The merchant slows down the speed of the wagon.

“What’s wrong?”

“Gumi slimes attack when they see people, and they are hard to damage because of their soft bodies.”

“Is that so? No problem.”

It should be fine with my durandal.

“It’s the most formidable demon around here. It can melt your body with it’s slime. Villagers need to run if they see it.”

The merchant explains how fearsome the Gumi slime is.

Is it that dangerous?

It should be fine if I don’t make any mistakes since it’s Lv1.

I said there was no problem, so I should do it.

I’ll probably have to fight one sooner or later anyway.

“Don’t worry, keep going.”

I tell the merchant.

“Ok.”

The merchant doesn't stop the wagon.

I open my character stats.

The two bonus points I thought I had were gone.

I'm not sure why, but the demon is priority now so I'll think about it later.

I cancel the 30% bonus sale price, and put the points into weapons 6.

Also, the Hero job has a skill for things I can't defeat with my durandal that I can try.

I confirm my settings.

Skill: Overwhelming!

I'm not sure of it's effects.

"Overwhelming?"

An incantation appears in my head.

Should I recite this?

"What should I do."

"It's fine, just keep moving forward."

"It's straight ahead."

The merchant does as I say, but I can see he's scared.

I take off the rucksack, and put it and the copper sword at my feet. I take the durandal out of it's sheath, and hang the sheath at my waist.

As the wagon approaches, the Gumi slime notices us, and moves towards us.

"Ok, stop."

"Ok!"

As the speed of the cart decreases, I jump down from my seat.

I run past the side of the horse to the front of the Gumi slime. I swing the durandal sideways towards the left. It tears right through the Gumi

slime.

It seems I can't finish it in one blow.

"By the deliverance of ei.... urgh"

I tried to recite an incantation, but the Gumi slime jumped at me. I twisted my body in a hurry, and somehow managed to avoid it.

Seems it's nearly impossible to do an incantation while fighting.

The Gumi slime jumps again, but I dodge it well because I'm watching it's movements this time.

I swing the durandal down onto where the Gumi slime landed. I strike it from it's head to it's lower body... though I'm not sure if it's got a head. If I'm hit by it that will be the end of me.

The Gumi slime slops onto the ground. It becomes green smoke & starts to vanish.

When the green smoke is gone there is something white on the ground.

Slime starch.

I'm not quite sure what this dropped item is.

But I'll take it anyway.

To defeat a Gumi slime it seems I have to hit it with the durandal twice.

It's difficult to chant a skill during combat, my concentration isn't good enough. Maybe I should only use them for pre-emptive strikes?

How do I use a skill when I'm in a pinch?

I will need to train to do it.

As I'm thinking about the fight, the merchant brings the wagon up.

"You defeated it."

"Yes."

"...and in such a short time... amazing."

"I guess."

It's because of the durandal that it's two shots.

I don't know how many strikes it would take with the copper sword, and it's likely that I'd lose.

"Michio, are you a wizard?"

The merchant asks.

"Even if it looked like that, I used my sword."

"Yes, you used your sword the other day too."

I defeated the thief without magic.

But it would be useful.

"That's right."

I climb back onto the wagon.

Magic definitely exists in this world. My character stats indicate it.

I think wizards probably exist too, but I could be wrong.

"Is that a Slime starch?"

"Yes."

"Do you want it? I could buy it from you as a reward for defending the wagon."

I hurriedly pulled up my character stats.

I removed my points from weapons 6, and put them back into 30% selling bonus price.

I finished adjusting my stats, and then hid the durandal so the merchant couldn't see it.

I hope he doesn't think I'm strange.

"Thank you, that would be good."

I pass the Slime starch to the merchant.

Was I quick enough?

"Slime starch can become alcohol. It ferments when you dissolve it in

water. It's called Slime sake, and there are many people who like it.

"Oh."

"The normal price is 80 nars, but I'll increase that tenfold since you defended the wagon. I'll give you 1040 nars for it."

"Thank you very much, I'll accept it."。

Tenfold should have been 800, but it's 1040.

The 30% selling bonus seems to be working.

The merchant gives me 10 silver coins, and 40 copper coins.

I put it in the drawstring bag, and then put the rucksack back over my shoulder.

"Are there wizards around here?"

I was curious, so I asked about it.

"I don't know. To become a wizard you have to drink some special medicine from 5 years of age. Mostly only children of nobles and super wealthy families can become wizards. I have not heard of any around here."

"I see."

So there is that sort of restriction on becoming a wizard.

So I can't become one?

Or....

It's something I can think about later.

I start thinking about bonus points while getting bounced around by the wagon.

I thought my bonus points had increased, but they weren't there.

I've got 63 points in bonus sale price.

15 points in decreasing experience needed.

5 points in bonus experience.

That's 93 total.

3 points in my third job, so that's 96.

Judgement, job settings, and character reset brings it up to 99.

That's what I had in the beginning, so it hasn't increased.

It makes sense after I add it all up.

When my Villager level went up, I gained bonus points.

I've removed my Villager Lv3 job and replaced it with Farmer Lv1. This must be why my bonus points are the same as when I started.

To test it out, I switch my first job back to Villager Lv3.

When I do a character reset.....

There are 2 more bonus points.

Chapter 11 : Town of Vale

*

The wagon kept advancing as the question about bonus points was solved.
The woods parted suddenly and a castle wall can be seen ahead.

"Is that the town of vale?"
"Yes"
"It is very big."

I think the length of one side of the walls might be one kilometer.
It can't compare to a modern Japanese city, however given the cost to build the walls it would be quite a city.
There are fields outside the walls, probably maintained by residents of Vale.
I could not see them until the forest stopped.

The sun isn't even halfway across the sky yet.
If I consider the time to hunt the Gumi slime along with the travel time, is it about 3 hours?
Probably, the length of one hour here is the same as one hour from earth.

"It is the best city around here."

The merchant proudly speaks.
Several wagons had gathered in the surroundings of the city.
The merchants wagon passes by them as it approaches the city.

Even though there is a castle gate, there is no guard.
There doesn't appear to be any inspections carried out either.

"Can you freely enter the town?"
"Of course, because of movement magic even the walls are not that high."

Movement magic. Are there these kind of things?
If you can move with magic, I guess it would be pointless to have inspections at the gate.

Is that it?

Then what is the point of the castle walls?
If people can move around with magic, why did we come to Vale by wagon?のでは。

“Really?”

It’s strange, but there is probably a reason.
Is the castle wall to protect against demons?
We probably came by wagon because we can’t use movement magic.

The wagon entered into the town.

“First stop is the slave dealers, next is the knights headquarters, followed by the weapon and armor vendors. How does that sound to you?
“Good.”

The merchant tells me his plans while entering the town.

The wagon advanced into the town.
The road is wide, and paved with stone. The buildings on both sides are an amazing four stories high and covered with plaster.
It is a remarkable thing, especially for a civilization level that doesn’t even have a store.
There is plenty of people walking about, though I wouldn’t call it crowded.
It could be called a calm town.

I saw villagers, merchants, farmers, fighters, and swordsmen walking around.
I wonder if they all live in this city?

“The center of the city is just ahead, but we are heading to the right.”
“I understand.”

The wagon turns right onto another road.
“This area of town is a bit dangerous, don’t go onto the back roads.”
“I’ll be careful.”
There is a place that looks like it might be a brothel.

Shops to dazzle your senses.
There must be a demand on these things in this world.

The slums are nearby, are there gangs ruling these kinds of places in this world?

This needs to be investigated.
It's fine if I don't go there, but since I live in this world now it is important that I know what kind of danger there is.
If it is a place that is dangerous, I will have to learn about it.I should go for investigation.

I should investigate thoroughly. (TN: It's not clear, but he's still thinking about the brothel I think.)
It is investigation in a different world.
Even if you go to those kinds of places for investigation it is an excusable thing.

It is unavoidable if it's for investigation.
It's not right or wrong.

While thinking about it, the wagon turns right and then stops next to the second house along.
Is this the slave dealer? Red brick 3 stories. It looks like a common private house.

"Are you here for business?"

When the cart stops, A young man dashes out from in the house.
Merchant Lv3. Since his level is low he must still be an apprentice.

"I came to deliver a criminal who has been dropped to slave rank."

After hearing the words of the merchant, the man checks the cage.

"I accepted it, please enter the shop."

The merchant and I enter the shop.

"It will be better if I sell the slave."

I mention this to the merchant as we are lead to the back.
If it's me, there is a rise of 30 percent.

"Sure, please take this then."

The merchant passes me a letter.

"What's this?"
"The letter of ownership from the village chief. "

Was there such a thing?
I accept the letter as we are guided into a room.

I sit on a sofa, and after a short time a man comes out.

Alan: Male, 63 years old
Slave trader Lv44

Is there also a Slave trader job?
And this guy is the highest level I've seen so far, is he really skillful?
Or was the village i was in too far into the country to see many high level people?

"I am Alan, the master of this house."
"I'm Michio."
"I'm Bikka of the Somara village."
"Please take a seat."

After the greetings i sit down on the sofa.
The sofa is very comfortable .
He must be a rich person since he can afford slaves.

"The city seems to be quite busy today."

The merchant began to talk.
It's just a chat.

"Didn't you know? A Maze was found two days ago."
"Is it a labyrinth?"

Hmm. Is there a labyrinth?
Come to think of it , did I choose a setting where there is both fields and dungeons?
I devoted myself to silently collecting information.

"Didn't you encounter demons near the town?"
"We encountered them twice, but it wasn't that close to Vale."

“It’s probably increasing the strength of other Labyrinths too.”
“Yes, we encountered a Gumi Slime today.”
“Wow, are you alright?”

The slave merchant asks with a worried look on his face.
奴隷商人が心配顔で問いかけてきた。

“Yes, Mishio here defeated it.”
“On his own?”
“Yes, Michio is also the person who helped the village against theives recently.”

I felt uncomfortable getting praised.
So i changed the topic.

“The man who tried to steal the thief’s equipment got his rank dropped to that of a slave in accordance with the rules of the village.”
“I understand.”
“This is the letter of ownership from the village chief.”
I take out the letter.
The Slave merchant accepts the letter.

“I’ll look it over.”
“We will hand over half of the sale price to Michio.”

The merchant Bikka explains to the slave trader while he reads the letter.

“I see.”
“How is it?”
“Everything is in order. The man has a healthy body and is in the prime of life, I think that about 30,000 nars should be the market price.”

I watched the merchant.
I don’t understand the market price.
The merchant nods slightly.

“I see. That will be fine.”
“Thank you.”
“Please pay half to me and the other half to Michio.”

The 30% bonus did not seem to work.
When it is a slave, maybe it does not work?

"Is this your first time here?"

The slave trader asks me.

"This is the first time I've been to this town."
"Is that so. Are you an adventurer?"

It might happen.
Does my face look like that of an adventurer?
Or maybe adventurers wander around villages handling thieves?

"No, I'm not part of a guild either."
"Then, are you thinking of buying a slave in future?"

Wait. What did you say?

"A slave... Buy... You can buy an adventurer?"

I worked out the story somehow.

"Yes, there are quite a few."

I could buy a slave.
I didn't even consider it for some reason.
Am I being influenced by my modern day Japanese common sense too much?

There are slaves in this world.
Because I sold a slave, I should be able to buy a slave.

If I buy a female slave, what kind of things can I ask her to do?
If I buy a female slave, will she...
If I buy a female slave...

"Really? It hasn't been long since I've left my teacher, I was training in the mountains before this so I'm a bit ignorant on how things work."

I use an excuse I was thinking about.
If I say I'm from the country and was training in the mountains then it's a good excuse for why I don't know things, and why I am so strong.

Though the truth is I'm strong because of durandal.

"I see. You do look quite young, are you thinking of going to the Labyrinth near town?"
"Maybe, that might be good."

If there is dungeon, you go in.
If there is a hole, you stick it in. That's what it means to be a man.

"In that case, let's talk about it again another time."
"Sure, I'll come by again."

I've heard something good.

The slave dealer goes out of a room briefly, and returns with money.

"Here's 15,000 nars, its half of the money."
"Thank you."

The merchant receives his half first.
One gold coin and a lot of silver coins. Is 10,000 nars a gold coin?

"I look forward to future's dealings with you, your half is 19,500 nars."

The slave trader offers me the second plate of money.
One gold coin, and an amazing amount of silver coins.
Am I the only one that receives the 30% bonus?

I watch the merchant of the village for an instant, but seem to think nothing at all in particular.
About having been said that I bought a slave about the 30% up.

"Thank you."

Being able to buy a slave shocks me a bit.

How do I buy a slave?
Isn't it a crime to buy a slave?
No, that's just modern Japanese ethics.
I need to use this worlds ethics here.
I came to sell a slave because of the rules of the village, but now that I've done that I guess it wouldn't be that strange if I bought one.

Though it feels strange to sell people as slaves.
It makes me feel a bit depressed.

Now I'm feeling bad, so I might try and run away.

"Well Michio, I look forward to seeing you again."

He seems to have remembered my name.
I guess it's not possible to run away.

Maybe that's good. I should come again.
I want to hear about the labyrinth.

The merchant and I leave the slave traders house.
After the merchant makes a U-turn in the wagon, I get in too.

After heading back the way we came a bit we then start heading towards the city center.

"Is that a market?"

There were stalls set up along both sides of the road.
Food and clothing on display, with people gathering around.

Soldier Lv41

Swordsman Lv47

Shinto priest Lv35

Cook Lv28

There's a lot of good jobs.
The people also seem to be of quite a high level.

Adventurer Lv13

There really is a job named adventurer too.

That building is the headquarters of the knight group.

As we head towards the middle of the city the merchant points to it.
Is it the center of the town? There is a large open plaza with a large brick bell tower building to the left.

The wagon stops in front of the that building.

“××××××××××”

“××××××××××”

A knight comes out of the building and speaks to the merchant about something.

Knight Lv4

His level is low.
I guess he’s still an apprentice.

“Michio, show him the thief’s intelligence card.”

The merchant spoke.

“Okay.”

Oh, I see.
I didn’t know why we came here.
I can get reward money for the thief.

I take down a rucksack and open a drawstring purse bag and take the card out of the inside.
I handed it to the apprentice knight.

The merchant also hands two over, I assume from the thieves the villagers defeated.

I looked at the thief’s intelligence card, but nothing was written on it.
Can he get information from it?

“I will confirm the intelligence cards.”
“Yes, please do.”

The merchant stretches out an arm towards the Lv4 Knight.
The back of his hand is near the Knight’s face.

“Intentions of the soul, breath of wisdom, intelligence card, open!”

So the intelligence cards that need to be confirmed are ours?

Dangerous.
Will you confirm mine?

Do I really have an intelligence card?

If i don't, what happens?

The knight finishes confirming the card of the merchant.
The merchant lowers his arm. The knight watches me next.

Oh, I have no choice but to try.

There didn't seem to be a choice, so I held out my left hand.
I raised it in front of the knights face.

"Is this fine?"
"Intentions of the soul, breath of wisdom, intelligence card, open!"

An intelligence card came out from the back of my hand, despite me feeling anxious about it.
Now I'm anxious because it came out.
What will happen.

"...How is it?"

I'm worried because the knight is silent, so I ask about it.
The silence is scary.

"...You have a family name?...Odd. Your a free man. That's fine."

I seem to pass.
The knight went into the building.

I try to look at my intelligence card.

Kaga Michio: Male 17 years old, Villager, free man.

It was written as kanji with Arabic numerals.
It's probably unusual in this world to have a family name.
I seem to be a free man.
There are slaves, and there are free men, are there also nobles?

"What did he check?"
"Whether your job is a thief or not. If it was a thief I cannot hand over the reward. "

When the merchant responds, I freeze up for a second.
I have the job of thief.

My job written on the intelligence card is Villager it seems.
Is the first job shown as the main job?
Villager is good as the first job.

"Oh."

I breathe out lightly.
It seems the intelligence card can't be separated from the hand, even if pulled. After pushing it slightly, it disappeared back into my hand.
I wonder how it works.

"The thief's card is being checked inside. We'll know the result straight away."
"How did we get the cards from the thieves?"
"Thirty minutes after a person dies, it comes out naturally."

The merchant explains it.
You can't take an intelligence card from someone still living.

One woman came out before long from the headquarters.

Radia Maxi Nantes Gozzeru: Female, 28 years old.
Knight Lv27
Equipment: Magical armor, Boots of acceleration.

Her level isn't high, but she has equipment I haven't seen before, and her name is complicated.
She is probably from a noble family.
She is beautiful with a well defined body. Her chest is not that big though.
She has blonde hair, tied together at the back.

" Are you the one who defeated the thief?"

She looks at me with curious eyes.

"Yes"
"They are from the band of thieves that control the slums in this town. Some of them probably went out to plunder from villages. We are preparing bounty money for you. The other thieves did not have a bounty yet."

The Knight looked towards the merchant for an instant.

“I understand.”

The two cards that the merchant gave them must have been useless.

The Lv4 Knight comes out of the headquarters.
He passes a white bag to the female knight.

“Here is the bounty money.”

She tosses me the bag.

“Wow.”

I quickly grabbed it.

“You should leave here quickly.”

The female Knight finishes speaking, then hurries back into the headquarters.

Oh?
Is that all that happens?

It’s a pity, since she is beautiful I should have at least given her my name.

“Thank you very much.”

A merchant says, and we start to leave with the wagon.

Is this really all that happens?
Blunt.
Even though this is the knights headquarters, there is no discussion about the attack on the village?

No. I understand it.
I really understand it.
A person with an appearance like mine can only get this far when speaking to a beautiful woman.

A guy who is not popular on earth will not be popular here either.
Why would I be popular here when I wasn’t on earth?
There is no reason.

“Is the weapon shop next?”

I check with the merchant in a tired voice.
Haa.

“Yes.”

The merchant guides the wagon forwards.

I put the bounty money into the rucksack. Did the 30% bonus work?
Maybe not, because it’s a bounty?
I’m not sure.

Getting a 30% bonus.

That would have been nice.

After we travel for a while, a shop with a sword comes into view.
Is this the weapon shop?
Two handed sword.
Skill: Double intellect, Flame sword, Purification.
An amazing large sword is the centerpiece of the store.
It has three skills. It must be quite good.

The wagon stops, so I get out.
A man comes over.

Weapon merchant Lv21

Is there a weapon merchant job too?

“Greetings.”
“Welcome, what can I do for you?”
“I want to sell swords.”

I show the weapon merchant the swords in the wagon.

“Soul of the weapon, unleash the power, weapon judgment!”

The weapons merchant looks at the copper sword while muttering.

Wow.
I’m quite shocked.
I’m surprised because an intelligence card came out.

It looks like there is a skill for weapon appraisal.
Though my judgement skill doesn't use an incantation, and it's really good.

"How is it?"
"18 copper swords, they are 250 nars each."

The merchant nods lightly.
Two of the eighteen shares belong to the villagers.

"Ok. "
"One iron sword, the price is 1000 nars."
"Yea."
"After that……"

The weapon merchant picks up the Flame Rapier.

"How is it?"
"A weapon with a skill, Flame Rapier. I will buy it for 18,000 nars."

As expected of a weapon with a skill, the price is higher.
The merchant looks a bit surprised, but nods.

"I see."
"The price of the Scimitar is 500 nars."

The arms dealer says after only a quick look at the Scimitar.

"Does that price consider the empty skill slots?"
"I don't know what you mean, you can't put a skill on this sword."

The weapons merchant seems annoyed at my request.
Doesn't he understand the empty slots?

"Ok, so there is no skill. How much is this one?"

I show the weapon merchant the copper sword that I keep at my waist.
"Soul of the weapon, unleash the power, weapon judgment! It's just a plain copper sword, 250 nars is the market price."

He put emphasis on "plain".

There is an empty slot in my copper sword.

Maybe he really doesn't understand empty slots?
Anyway, it's apparent that it isn't reflected by the price.

"I understand. I will keep the Scimitar. I would like to sell the other swords."
"Thank you very much. You brought a large quantity. I'd like to buy the lot for 30,550 nars."

So is it 30% bonus?
I don't really know if it works.

"That will be fine."
"Certainly. Just a moment."

The weapons dealer goes inside, then returns with a plate of coins."
Three gold coins, Five silver coins, and a large amount of copper coins.
Is 10,000 nars a gold coin after all?
Because it is troublesome I take the copper coins without counting them.

"Thank you for this."
"Thank you."

I put one gold coin, and all the smaller coins into my drawstring bag.
I offer two gold coins to the merchant.

"Is this all right for the villages share?"
"This is quite a bit."

Two copper swords, the Flame Rapier, and the Scimitar come to 19,000 nars.

"I like the Scimitar, so I've paid highly for it."
"Thank you, you are very kind."

The merchant said nothing about the sale price having improved 30%.
He gets the right amount.
The skill is mine.

Next we go to the armor shop.

"The thieves the villagers defeated didn't have any protective items, so after you unload your stuff at the armor shop we will part ways.

“Is it so? Thank you for taking care of me.”
“No. It is you who have taken care of us, thank you again for saving our village.”

I’m still sad Tirihi didn’t come along.
After unloading my stuff near the armor shop, the merchant leaves in the wagon.

The centerpiece of this shop is the same armor the beautiful female knight was wearing earlier.

Body equipment: Magical armor.
Skill: Magic damage reduction.

It seems to be a good protective item with a skill.

I set aside a set of Leather armor & Leather shoes that look good.
Then I called for a merchant.

“Excuse me?”
“Hello. Can I help you?”

Armor merchant Lv33

Weapons, and Armor merchants seem to be a different jobs.
So armor and weapons shops are all separate?

“I want you to buy these.”
“Soul of the armor, unleash the defense, armor judgement!

The armor merchant looks at the equipment.
I feel a little shy.

Are weapon appraisal and armor appraisal different skills?
A weapons merchant can use only weapon appraisal, and an armor merchant can use only armor appraisal.

“How is it?”
“The Thief’s bandana is 500 nars, Iron armor is 1,800 nars, Leather armors are 200 nars, and leather shoes are 20 nars.”
“I see.”

I do not understand the market price, so I just nod at the prices said.

The bandana of the thief was not high as expected.
Is 500 nars a sum of money someone would risk becoming a slave for?

"There are two leather armors, and seven leather boots. I'll offer 3,692 nars for the lot."
"Thank you."

Maybe I'll get the 30% bonus.
I accept the price offered.

The armor merchant brings the money.

I have a lot of small change now.

Chapter 12 : Roxanne

*

I've finished everything I needed to do in Vale.
Now I feel free.
I also feel a bit lost now that I have nothing to do.

It's good having something to do, though doing nothing for a while probably isn't bad.

I have left the merchant, and now I don't know anyone.
When I think of that I suddenly feel lonely.

Nobody knows me in this world.
I am alone.

I'm worried.
I feel uneasy about it.

Wait, was there one person?
A slave trader. He is probably waiting.
Though I don't especially want him to wait.

I should do some information gathering.
That is necessary before entering a labyrinth.

I have leather armor, and leather shoes. I hide in the shade of a nearby building.
I put the leather armor over the top of my cloths, and place the leather shoes into my rucksack.
The copper sword and scimitar are both hanging at my waist. I feel like a samurai.

I check to make sure nobody can see me, and then open the bag with my reward money.
There are 16 gold coins, and a large number of silver coins.

Is this 160,000 nars?
Also, I have too many silver coins.
I find the currency in this world inconvenient, going up every 100 coins

when I'm used to having 5 & 10 yen coins.

The reward the village chief gave me was 15 gold coins.
I don't understand the value, but is it a similar amount to the bounty?

I now have 33 gold coins, a lot of silver, and a lot of copper.
I put just the gold coins back into the drawstring bag.

I close the rucksack, and hang it over my shoulder.
I head back out onto the road.

There are a lot of people bustling about.
I even see races that are not human.

There is a beast man, I child with a tail, and a woman with pointed ears.
Oh, she's an elf.
I look around secretly while pretending to examine a product because I didn't want to stare too much.

Jerika Hatoma: 37 year old female swordsman Lv46

Checking status shows ♂ & ♀ for men & women. (TN: I'm just going to type male/female).
She has an extremely beautiful face, and her chest is beautiful too. Even though her age is 37 she still looks to be in her 20's.

The merchant who owns the shop I'm at comes out.
I run away before I'm caught.

There are a lot of humans, but other races are becoming familiar and seem to fit in well.
As expected of another world.

I walked around looking at things in the city.
I want to check out market prices, but they don't put price tags on things.
I tried listening to conversations between the merchants and customers, but I could not understand the language.
The fruit that looked like a carrot is being sold, but I don't understand the price.

I make my way through the city to the slave dealers place.

“Hello?”
“Oh, the guy from earlier.”

The young man who appears to be an apprentice comes out.

“I’d like to meet with Alan.”
“Ok, could you wait inside for a minute?”

I enter the building, and am guided to a room near the entrance.
The reception is different from last time.
Maybe service differs in the case of sales?

A carpet is spread in the room, an expensive looking picture is on the wall. There is no couch, but instead there is a high quality looking chair & table.
It feels like a waiting room for a good customer.

“Michio, thanks for waiting.”

The slave dealer came straight away.
I hadn’t even sat down yet.

“Umm.”
“Please come with me.”

The slave dealer guides me.
He leads me to the same room as last time.

“Where is the labyrinth you were telling me about?”

Before getting to business with the slave dealer, I chat about something I wanted to know.

“Just in the forest to the west of town.”
“The west should be the opposite side to where I came from.”

Since I came to town with the sun behind me, I should have entered Vale from the east.
I sit on the couch, and an employee brings a drink to the slave dealer and me.
Is it an employee? Or maybe a maid?

Roxanne: 16 year old female. Beast soldier Lv6

She is wearing a white apron over a dark blue dress.
It's maid cloths. There seems to be maids in this world.

The face,

...

She's beautiful.
She's a stunningly beautiful woman.

Even idols are not this beautiful.
This is great, the beauty of women in this world is above earth.

Enchanting reddish brown eyes, magnificent lips, thick chestnut brown hair. She is wearing a triangular white hat.

"Here you are."

The beauty puts a cup in front of me.
Her chest bounces as she places it.
Too amazing.

"Thank you."

I answer plainly.

There seems to be a lot of comfortable loose fitting cloths in this world.
The size of a woman's chest isn't easy to figure out.
The apron and maid cloths here are loose also.

However, it bounces.
It definitely bounces.
My eyes watched the jiggle of the breasts.
The volume must be considerable with this much bouncing.

"The entrance to it was only found two days ago, so it will still be a while before it's cleared."
"Oh."

I'm not listening to the slave dealer.
It's because of the breasts on the beautiful woman.

Her height is similar to mine, maybe a little over 160cm?

The cloths don't expose much, but judging by the face & hands she doesn't have any extra weight.
But, that bouncing...

Roxanne is a race that is not human.
I can't see her ears because of her hat & hair.

Roxanne puts a cup in front of the slave dealer.

"Please drink."
"Thank you."

I look to the cup now.

At the slave traders suggestion, I pick up the cup.
I think it's something like a herbal tea.
I put it slowly to my mouth.

Roxanne bows and leaves the room.

"You seem to like it."
"Eh..."

I nearly spit back into the cup.

"It's a great thing."
"...Um, the drink is good."
"I mean the girl."

Oh, is that it?

"Her?"
"It's the slave I recommend the most."

Yes.
This is how it is.
The slave dealer won't use a regular employee with a customer in a business meeting.

So that's how it is?
Roxanne is a slave?

"...So, it's fine for an adventurer to buy a slave?"

The conversation was a trick.
I can buy Roxanne.
Such a beautiful woman.

"Yes, where should I explain it from? Maybe you are interested in starting a party Michio?"
"Ah, yes."

I hadn't thought about it, but I answer naturally.
Can this beautiful woman be bought?

The blood is rushing to my head.
Is my face red now?
Oh no. Calm down.

Even though it's a slave, it's not free.

"If you start a party, you can hunt more efficiently. Though some people solo, or work in a group, it's best to make a group of six people."
"Is that so?"

So a party consists of six people.

Though if we are together for 24 hours.
It would be better to share a bed.
Sleeping with Roxanne....

"However, there is a problem with six people. You can make a fortune in a Labyrinth. What happens with dividing it? If a white gold coin drops. Or if a demon drops a valuable item?"

Is there a white gold coin as well as a gold coin?
If such a thing appeared, naturally I would buy Roxanne.
Though if there is a valuable item, a guy who wants it always appears.

"Then we have problems?"
"If it's valuable, criminals will also appear."
"Indeed."

I can buy that beautiful Roxanne.

This is bad.

My head is full of it.

She is such a beautiful woman.
I haven't seen anyone so beautiful before.
If I buy her, then she will be mine. My heart is going crazy.

"Needless to say, party members should be people you trust greatly. Though in your case, if there is a great difference in ability then some problems can be prevented. However in many cases problems will still occur in a party."

I try to push thoughts of Roxanne to the corner of my head.

Even if trouble happens in parties in a game, it doesn't become a serious matter.
Byt that's a game character. It's possible that the system will handle things in a net game between human players.

But what about reality?
Party members are other people after all. You have to meet them, and go into a Labyrinth together. And what happens if you throw valuable loot in after that.

"Someone might stab you in the back in the Labyrinth?"
"It's possible."

So that's how it is.
Should I buy Roxanne?

"I see."
"But if the party members are slaves, then all the items belong to the master."

If it's a slave, there isn't problems.
The slave is mine. Mine is mine.
I want to make Roxanne mine.

"What is a slave stabs you in the back?"
"That doesn't happen. If the owner dies, the slave follows the owner to the grave."
"They... They die?"

If Roxanne is bought by someone and they die, Roxanne dies?

"Well, you can make a will for your slaves too and select someone to inherit them, and some people choose to set them free if they have worked well."
"I see."

If I die, I would free Roxanne.

"But there isn't any time to prepare a will if you get killed in a Labyrinth, so you shouldn't need to worry about being attacked by a slave."
"If they can't kill you, can they just run away?"
"They could, but their chances of having a better life after running away are quite slim. Since they are slaves, their masters are obligated to provide food and a place to sleep, so their lives are well taken care of.

I want to provide food and a place to sleep to Roxanne.
Especially a place to sleep.

Oops.
My mind is wandering again.

"What about if they run away with a valuable treasure?"
"The fugitive slave becomes a thief. It's a crime to kill a slave, but it is not to kill a thief. They would have to prepare considerably well to avoid at least getting a beating."

And this guy will kindly buy your thief.
So thief is lower ranked than slave.
They are below Roxanne.

"So the possibility of running away is small?"
"Yes, so a lot of adventurers like to buy slaves.
"I understand."

If a party doesn't have similar interests, it can become a problem.
I'm just one person from earth. I don't know the common sense of this world, so it might be difficult to find companions.

Will my life become just me shut in alone in a dungeon.

I'll be a solo player forever if I don't buy Roxanne.

No, I guess it doesn't need to be Roxanne.
But it should be a beautiful woman.

"She is a beast soldier, and you will find her useful as a party member straight away."

The slave dealer recommends Roxanne.

"Beast soldier...."
"You don't know? She is a wolf person, and beast soldier is a job only those from the wolf family can take."
"Oh."

Judgement just shows Roxanne as female.

"You've never bought a slave?"
"No."
"She is a beautiful woman, and one of the best I'm selling at the moment. She's quite smart, and should make an ideal slave for a first time customer. Also, being a beast soldier from the wolf people is the main reason I can recommend her to you."

The slave dealer is pushing for a sale.

There must be some downsides.
I should try not to get carried along by the business talk.

No. Roxanne is amazing.
Her arrow has already struck my heart.

"Why are the wolf people recommended?"
"Have you heard that elves have long lives?"
"Yes."

It's a common story.
So it's the same in this world?

"It's just a myth."
"What?"
"Elves, humans, and beast people all have similar life spans, and intellect,

but the reason people think the elves have long lives is because all of them look youthful."
"I see."

The elf woman I saw in town looked to be in her 20's, yet judgement told me she was 37.
Roxanne is a beautiful woman, but the elf was beautiful too.
But Roxanne has a bigger chest.

"For a person of another race, it is harder to distinguish aging. For example, if you see a two year old dog, and an eight year old dog, you won't see much difference."
"Right."
"At 60-70, beast people age so that even humans can notice, but they still look quite youthful into their 50's. A girl from the wolf people would look young almost forever."
"Really."

So Roxanne will always look young?
Roxanne is a year younger than me.
Will a 51 year old me look young to a 50 year old Roxanne?

"There is another thing about other races that you may think is an advantage."
"Oh?"
"You can't have a child with females from another race."
"Oh...."

Does that mean I can do whatever I want?
Is there a Kondo Musashi in this world? (TN: Dojinshi writer, I saw yaoi & stopped looking, but I assume he has beast people dojinshi as well by context.)
So Roxanne... would not get pregnant?

"Needless to say, she is a virgin."

Is that so?
Roxanne.

"Is a virgin's price different?"

“There is no worry about illness if she is a virgin. There is a brothel in this town, but I don’t recommend going there.”

So I shouldn’t consider it.
Is there STD’s in this world?
I guess there is no antibiotics.
I must keep investigating.

“I see.”
“Also, she is a slave that consented to becoming a sex slave.”
“Wha!”

Roxanne as a sex slave...

“She has agreed to attending to her owners nightly needs.”
“...woah.”

So it’s like that.
My imagination runs off with images of Roxanne.
I don’t need to endure it.

“Though all young female slaves are like that.”
“I see.”

Even in this world, if you buy a young female slave the purpose is the same.
Buying a slave for sex.
“I’m not sure how it will go for a person like you though.”
“Why?”
“Putting your hands on a slave can have an effect on your mind.”

If I have sex with Roxanne, even if there is no resistance, she is a slave.
It would be like doing it by force with money.

“I see.”
“A young person getting a slave for the first time is always like that. And some slaves might try to take advantage of them, like act suggestively and then not permit you to touch their bodies. But a female who has consented to be a sex slave from the beginning isn’t like that.”
“Oh.”

“Last of all, she can speak the Brahim language.”
“Oh.”

I think all my questions have been answered.
I saw the bouncing and jiggling.
It was great. I’d really like to see it again.

“These are all the reasons why I recommend her to you.”

The business talk with the slave dealer ends.

Chapter 13 : Sales Contract

*

Roxanne.
She is a woman of the wolf people who appeared to me in the room of the slave dealer.
The most beautiful woman I have seen so far, with reddish brown eyes that seem to draw you into their beauty.

Can I buy Roxanne?

I think about her breasts bouncing as she placed the cup in front of me.
I want those breasts.

I am glad that I can buy her.
I'm glad, but I'm also nervous about buying a slave.

But, if I don't buy here then someone else will.
Of course, they will buy her as a sex slave.
I cannot allow that.

I cannot fight the slavery system in this world.
It would be impossible to change the social system.
On modern day earth, public slavery has disappeared. However, human trafficking, organ trading, and child prostitution still exist.
Adults on earth couldn't solve this problem, so it would be impossible for me who was only a high school student on earth to solve it in a different world.

Slavery might disappear if the country becomes more advanced, but that doesn't really solve it even on earth.
I don't even know the basics behind how computers or airplanes work, or how to make a solar battery.

Considering the first village I was in, slavery seems to be tied to dealing justice in this world.
You can't just get rid of slavery without harming things that rely on it.
They would have to build a prison at the very least.

It takes taxes to build a prison, they would have to raise taxes. Then they'd need a Bureaucracy, and to promote that they would need an education system, and then the bureaucrats may become corrupt. The problem seems to spread very quickly.
It's not the sort of thing that you can work out everything else that it influences.

This is a different world, I don't intend to become someone who revolutionizes society, and I won't deny the slavery system.

But, should I really buy a slave?

I've already sold a slave.

Roxanne.
I think about that beautiful face.

Do I buy Roxanne?
Yes, I should.

I'm a bit hesitant.

Do I buy Roxanne?
Yes, I should.

I don't really have a choice.
The cursor, it doesn't move away from yes.

It's frozen in place.

Do I buy Roxanne?
Yes, I should.

I've thought it over well.
Tirihi & the beautiful female knight didn't take any notice of me.
A delicious story that happens because of my good looks will not happen to me.
That's how it is.

"Does being a sex slave increase the price much?"

I ask the slave trader about the only thing holding me back.

“No, it hardly changes it.”
“Why?”

By my thinking, a sex slaves price should be quite high.

“It comes down to the market price, if it’s a young woman there isn’t much difference in work performed, even if one is a sex slave. If you request the same work, the price becomes the same.”
“So a young female who is not a sex slave does the same work as a sex slave?”

The slave trader nods and continues to speak.

“If you go by combat ability, and ability to work, then men & women are the same. 120,000 nars is the price of an adult male in the prime of his life. But a young woman could be more than double this because the price goes up drastically depending on her looks.”

So if it’s just for work, the price difference between a male & female slave won’t be much different.
But if it’s a young beautiful female slave, the price will be high.
Of course, this is because the demand is high. Slaves like that can be shown off in a store window.

That part is the same for sex slaves and regular slaves.
This is why the price doesn’t change.

The slave traders words are starting to make sense.

Maybe I should ask about it some more.
Though I haven’t yet said if I will buy her or not.
Maybe I should decide that before asking more about it.

I pulled up my character stats.
There is a tick next to discount negotiations.
There is a 10% discount from negotiations.
Is it the usual pattern?
I remove the 30% bonus sale price, and increase the discount to 30%.
30% discount is the most I can get.

“So she would be quite expensive?”

“Let me see…”

The slave dealer smiles.
Does he understand how much I want to buy her?

“Umm.”
“The market price is about 600,000. If I include the cloths, and because I recommended her, I’ll sell her to you for 422,800 nars.”

The slave dealer says this with enthusiasm.

After hearing it, I let out a large sigh.

420,000 nars?
It’s not a price I can afford.

If it was a price I could afford, I might jump at it. I would jump at it. It would be hard not to.
Looking into Roxanne’s reddish brown eyes, the value is definitely there.

But, I only have 33 gold coins.
My feelings have nothing to do with it.
I can’t pay what I don’t have.

“Sadly, I can’t afford that price.”
“That’s too bad.”

The merchant answered with a slight air of regret.
I am disappointed.

“It can’t be helped.”
“Then how about having a look at some of our other slaves?”

I see.
He show me the most beautiful woman first to convince me, and then when I can’t buy her he’ll sell me some cheaper plain looking woman.

A sex shop will say an AV actress is working there, and then when her name brings in clients they’ll put you with a different woman.
I haven’t gone to one, but I’ve heard about this on the net.

This is a similar strategy, but I wasn’t really deceived.
I just wasn’t able to afford it.

I was lured in with sex.

"That might be good."
"Ok."

The slave dealer gives a bow, and then leads me to a different location.
We go further into the building, and up to the third floor via some steep narrow steps.

""Welcome."

There is a woman on the third floor.
There is only a small landing near the stairs, with two doors leading left & right.

"Make them line up."
"Certainly."

The woman opens the door to the left and goes inside.

"The third floor is for female slaves. We have female employees managing this floor."
"Oh."
"They are also checked to be virgins."

The slave trader explains while we stand there.
So men can't go here?

We hear the woman's voice in the room next to us.
After a short while, the noise there calms down and the woman comes back.

"They are prepared."
"Please follow me."

The slave dealer guides me into the room.

Lots of women are lined up in single file from left to right.
Surprisingly, there is no smell of rags or malnourishment.
Oh, it's because they are products.
They are maintained well.

"These?"

“Yes, please come inside and have a look at them.”
“Ok.”

I walk past the female slaves, looking at them one by one.
I thought they might undress them when they show of slaves, but it doesn’t happen.
Maybe because I haven’t decided to buy one yet?

Since they are watching me as well, I’m feeling tense.
However, there is no feeling of embarrassment.
It feels more like they are watching without motivation, rather than paying attention.

Do slaves look at their owners like this?
It feels like I’m starting to realize what it means to buy a slave.

They would probably treat their master well.
I don’t really want them to watch me, but it would be nice to see more life in their eyes.

“They are fed well here because they are products. It’s better than where they were before.”

The slave trader says this as if he can sense me hesitating.

“I see.”

The comfort of this place isn’t bad.
They probably don’t have to work here either.
If I was a slave, I might just want to stay here.

The first woman has no motivation in her eyes.
She looks at me with indifference.

The next woman looks sulky.
I wouldn’t consider buying her.

“They’ve all remained unsold for a while?”
“Yes.”

I don’t really want to think about it.
The slave trader has a continuous cost if meals are eaten.

If they remain unsold, the price will drop, and their living conditions will get worse.

The next woman doesn't have lifeless eyes, but her face isn't nice.

The next one... I'm not considering her.

The next woman is rather average.
Woman, 27 years old, villager. She's too old.

The next one is a slightly cute child.
But she has a flat chest.

There are more cute young girls ahead.
That might be nice, but...

I walk right through til the last one.
There's more young women, and several pretty children.
Maybe it's not bad.

However, Roxanne was the first one I saw.

After seeing her, all these women seem inferior.
The slave dealers strategy is a failure.
I would have show a plain looking woman first, and saved the beauties for later.

I walk back to the beginning while looking over the women again.
The slave dealer and I leave the room.

Outside the room, the woman is with Roxanne.
Did she return after finishing her waitress duties?
She is so beautiful.
Roxanne bows.

Oh, dog ears! Dog ears!
She has changed her cloths, and removed her hat, so I can see her ears clearly now.
They are large and flop down. They look like the ears of a golden retriever.
If you aren't paying attention to them, they blend in quite well with her

hair.

"How was it?"

The slave dealer asks me.

"Sorry, after seeing this one the rest don't compare."
"I see, the customer seems to have taken a liking to you."

The slave dealer says to Roxanne.

"..."

Roxanne watches me silently.
When our eyes meet, I avoid her gaze by looking down.
I'm embarrassed and feeling a bit shy.

So what now?
She's really cute.

But, impossible things are impossible.
I can't do anything about it.
I'll have to give up on it.

"If you are interested, I can hold her for up to ten days."
"Oh?"
"The city is open every five days, but five days is a bit short. I will wait until the city opens in 10 days. If you are able, you have until then to prepare."

The slave trader pushes the conversation along on his own.
The flagship product was shown, the low end products were shown. Was the strategy to bring me back to the high quality goods?
I was too careless.

"That... is very..."
"The customer is interested in you, but cannot afford you yet, so we will contract you to be on hold for ten days."

The slave dealer declares to Roxanne.

"You are most kind."

Roxanne bows.

They have good teamwork.
If it's come to this, it's impossible to decline.

Even is they have conspired together, it isn't really a bad thing.
Because I can acquire this beautiful woman.

To begin with, Roxanne, and the slave dealer, they aren't really cheating me.
The slave dealer declared that she is a virgin, and he couldn't try to sell her to two customers at once.
If his explanation was not a lie, Roxanne would die if I die.
Would he make me prepare the money, and then kill me to take it away?

If they are just cooperating to make a sale, then it isn't a bad thing.

"I can't make a definite promise that I can prepare in that time."
"If I look for a new buyer, with her beauty I can find one straight away."
"So a better customer will appear during these 10 days?"

I try to resist a little.

"You don't need to worry about other customers."
"If a good customer shows up, that might be better."
"No, I'll wait for you."

Oh? Is this how the business works?
Why would he wait for me?

Roxanne looks at me and smiles happily.
White teeth show through the gap in her elegant lips.

Beautiful.
So beautiful.

"Then, please move her to the room for sold products."

The slave dealer orders the woman.
The game is over.

"Yes, it will be done."

The woman takes Roxanne to the room opposite the one we were in.

“Thank you in advance.”

Roxanne bows to me three times.
Her dog ears shake.

Yes.
Game, set, match.

“Shall we go?”

The slave dealer starts heading down the stairs.

Chapter 14 : Vale Pavilion

*

"I might not be able to prepare the money."

I follow the slave dealer down the stairs.

"I don't think that will happen. I heard you defeated a thief, so you probably had an income of 2-300,000 nars in just a couple of days."

The slave dealer seems to be estimating my finances quite accurately.
Does he estimate that I have near 420,000 nars?
I can't disagree with the asking price, I have no choice but to go along with it.

But there are things the slave dealer doesn't know.
He doesn't know I had 0 nars a few days ago.

"Including that money, it's still not enough."
"Surely that's not the case."

Where does his confidence come from?

I followed the slave dealer, and we arrived at the room from earlier.

The methods for me to earn money in this world, at the moment there are two.

One is to go into the dungeon.
If one dropped item sells for 100 nars, and I collect 100 a day then that's one gold coin. By the tenth day it will become 100,000 nars.
Is that too hard?

Rabbit's furs were 20 nars each, so 100 nars might be too optimistic.
I don't know if you can hunt 100 of them in a day either. I don't know if 100 demons will drop 100 items either.
The demons I hunted previously all dropped one item, but that might not always be the case.
If I fight a strong demon, it's dropped items might be more scarce.

The other way is getting bounty money from killing thieves.

The bounty from two thieves is 160,000.
Is that where the slave traders confidence comes from?

There is some mental resistance to that though.
When I fought in the village I thought it was a game, and it was self-defense.
I don't know if I can kill a person for money.
Also, I might not find one in ten days.

Using my knowledge from earth, I can't think of any other ways to get the money in time.
I might think of something, but it will be hard to do in ten days.

"Can I make money if I go into the labyrinth?"

I sit on the sofa and ask the slave dealer about it.
It is necessary to gather more information.

"Not much, but it's steady income, and you might get lucky in there too."
"I see."

So that's how it is.
If it's not much, is it too hard to make the money based on regular drops?

"The items can be sold at the explorer, and adventurer guilds. If there is someone looking for them specifically the price might be higher."
"Ah, the guilds."
"The explorer guild is on the main street, it's near the yellow signboards. The adventurers guild is in the west side of the town, and it has bad relations with the explorers guild."

So the explorers guild and adventurers guild don't get along with each other.
There is an explorer job as well?

"I see."
"You could also aim for some bounty money."

The slave dealers ideas seem to resemble my own.

“I see.”
“I don’t recommend it, but it can be quite profitable.”
“You don’t recommend it?”
“Well, only the capital city has a bounty hunters guild.”
“Bounty hunter…”

That job exists?
I open my job stats.
I got the thief job from stealing, the farmer job from some farm work, how about when I claimed the bounty?
It was an idea, but it’s not there.

“You have to get a lot of experience as a soldier to become a bounty hunter.”
“Is that so.”

Maybe that’s a requirement to acquire the job?
Soldier Lv10

“Bounty hunters are quite strong, but not good on defense. If they build a guild somewhere outside the capital, it would probably be destroyed straight away.”

From a thief’s point of view, a bounty hunter is probably a hated enemy. There might be problems forming parties with them.
Would they attack me?
Or am I safe since I killed a thief?

“If you get too much bounty money, will you be attacked?”

There doesn’t seem to be any social problem with killing thieves.
People that kill, get killed.
It seems to be a rule in this world.

“That does happen, and if a person who is killed by a thief doesn’t have any relatives then the bounty money might not be very high.”

So was the reward for the thief I killed in the village higher than normal?
No. The slave dealer estimated it exactly.

Well, killing thieves will be a last resort.
First I will try making money in the labyrinth.

"I see. I plan to stay in this town for a while, can you recommend a hotel somewhere? An expensive place would be a problem, but it should at least be a place I can sleep without having to worry about my safety."
"The vale pavilion in the southwest side of town center is an inn that is run by the hotel guild."
"Thank you, I will go there."

The hotel guild. I find that hard to believe, but if a guild is running it then it should be safe.
I stand up.
Everything has been decided and my business here is done for now.

"Then, we shall wait for ten days."

The slave dealer sees me off as I depart the building.

The sun is still high in the sky.
The roads in this town head north, south, east & west. I start off to the west. I think it's a bit after noon.

First of all, I head back to the main street.
I head down the street and find the explorers guild.

Explorer Lv17

Yes, there is definitely an explorer job.

The guild has a counter inside it, and feels similar to a country post office.
There are signs pasted on the wall at the road side.
There are several people inside, and I see one placing a load on the counter.

"Someone ordered this."
"I will pay for it."

The employee handles the business over the counter.
I stand at one of the signs while straining my ears to listen.

...I can't read the characters.

I can't understand what is written here.
The intelligence card had Japanese characters, but the characters here are different.
Is the explorers guild special? Is the intelligence card special?

"You can't read it?"

Someone speaks to me.
It's a girl about the same age as me.
She is a villager Lv2.

"Ah."
"I can read. 10 nars for six minutes."

I see.
This world has a low literacy rate so this happens.
She's reading to make money.

"Please do it."

I put down the rucksack, and take ten copper coins from the drawstring bag.
I don't understand the value of ten nars.
The 30% discount doesn't seem to work.
It might be a high price because it's to someone who can read.

"Here."

The employee inside passes the customer some money.
I don't know what is being sold, or it's value, but they seem to be being quite careful with the money.
Maybe they fear being targeted if they pass around a lot of money.

I passed ten nars to the girl.
She has a cute face, but her breasts are hard to make out with the way her cloths hang.
There is no way they are better than Roxanne's.

"I'll read until this clock stops."

She pulls an hourglass from her belt, and flips it.
It seems to be quite precise.

Though I wouldn't be surprised if it was just five minutes.
If there is a difference, even if I complain I won't get my time back.

"I see."
"What information would you like to know, or do you have something you are interested in selling?"

She is prepared.
Even if she asks what I'd like to know, I don't understand what sort of information is on this board anyway.

"Is there anything about Rabbit's fur?"
"Rabbit's fur."

She reaches out, and starts running her arm along the signs.

"There is?"
"This. Bikka from Somara village is selling two of them."

She points.
Bikka from Somara village is the merchant I know.
The village chief told me to sell my rabbit furs to him.
The sign is up here to advertise and sell them highly.

The other characters probably say where to find him.

"It doesn't say the price?"
"The price is double what the guild would pay."

Is that so?
The advertising price of the guild seems to be a tenth of the cost.
Making money from drops seems to be quite difficult.

"Is there any Rabbit's meat?"
"I think restaurants will buy it. Are you asking about large quantities?"
"Yes."

I see.
Ingredients can be sold to a restaurant.

“There doesn’t appear to be any places with a request up for Rabbit’s meat.”

She gives the whole board a quick look.
It’s about three quarters full.
I wonder if there’s much aside from purchase requests?

“What information is on the board aside from purchase requests?”
“Explorers job offers, and information about the Labyrinth. It appeared near the town two days ago. People should be cautious of it.”

The slave trader said it was difficult for people who don’t know each other to form a party, but it does seem to be happening.
The conditions might not be good though.

“What kind of job offers are there?”
“What are you interested in?”
“Just start reading at the beginning.”

It’s hard to work out.
Isn’t it just party recruitment?

“Here’s one. The knights group needs help with transportation. It’s 800 nars after 10 days.”
“I see.”

So 80 nars a day.
From her tone of voice, it doesn’t sound like good work.

“The soldier corps has 10 days transportation work for 1,200 nars, but meals are not included.”
“Is that so.”

So this one has higher pay, but no meals.
Could food expenses be 400 nars for 10 days? 40 nars per day?

Since it specifically mentions that meals are not included, maybe that means they are normally included with work in this world.
Would the knight group work involve going to a military outpost?
Were the meals for that included?

I compare the two posters.
The same handwriting is used for both the posters about transportation.

As I think about it, six minutes have passed.

“The time is up. How was it? Good enough?”

The sand in the hourglass has completely passed to the bottom.

“Thank you, it was good reference.”
“Ok, see you later.”

She waves, and I leave the guild.
I’m not sure if reading for people is a common business. I wonder if I should learn to read for myself?

I head towards the center of town.
I head to the opposite side of where the knights headquarters is, to the southwest.
Is that the building?

The cost of lodging in the center of town might be quite high.
It’s probably safer though.
I have 33 gold coins at the moment, so I don’t want to stay somewhere shady.

I go into the inn.

It looks neat, but not really high class.
Is the lobby a restaurant? It has a lot of tables and chairs, but there are no people sitting down.
Maybe it isn’t the right time for customers? This world has no lunch.

“Please come in.”

As I head towards the counter, I hear a voice from inside.

Hotel Lv28

There seems to be a job named Hotel.
A man in his thirties comes out. He is wearing rough looking cloths similar to mine.

This definitely is not a high class hotel.
It should be a good price.

“Is it possible to stay for a long period of time?”
“Are you going to enter the Labyrinth?”
“Yes.”

Since the Labyrinth was found, the amount of guests here has probably increased.
It might have become a busy season.
Are there still rooms vacant?

“Is a single room good, or would you like to share a group room?”
“A single room.”

They have a shared group room?
That was common cheap housing in the Edo period.
There might be this kind of thing if you think about the cultural level.
For safety I do not want a shared room with other guests.

“What grade of room would you like?”
“Regular please. An expensive one would be a problem.”
“Would you like dinner included? You can get it separately, but there is a discount if it’s included.”
“How much is it?”
“60 nars. If you order it separately it’s 80-100 nars. You could also search around for a cheap place for dinner.”

When I thought 40 nars would be the food cost after considering the knights job, this seems slightly high.
Meals will be all sorts of prices, so maybe because it’s so high it’s good?
Since I came from Japan, the meals here have been hard to endure.
It might be difficult to look for a cheap meal, and it will be convenient if I can eat when I come back to the hotel.

“I’ll include dinner.”
“This is the Pavilion Inn of the hotel guild. I will check your intelligence card to see if it’s good.”
“I don’t mind.”

Is the check to prevent strange guests from coming here?
That's convenient.

"Ok."
"Are the only ones who can't stay here thieves?"
"What else would there be?"
"Oh, I was just curious."

Even slaves and nobles seem to be okay.

"Ah. There's also bandits and pirates. I've heard of a thief who did a number of vicious things and became a villain too, but I've never seen one."
"I see."

So thief also has a higher job type?

"The cheapest room is 260 nars, and dinner is 60 nars, so your charge is 224 nars per night. That has to be paid in advance, and you are also allowed to keep the room for the whole day."

260 plus 60 is 320, but I'm being charged 224?
My 30% discount works here.

"I understand."

I put down my rucksack, and pull out the drawstring bag.

"Please have your meal in the dining room near the entrance. Breakfast is also included in the room fee, and it is served 30 minutes after sunrise. Dinner is served from early evening until 30 minutes after sunset. There won't be any food if it's too late, and the light in the dining room goes out two hours after sunset."
"Ok."

I place 4 silver coins and 48 copper coins on the counter.
I should be stingy, but I'll pay for a couple of days.
I want to decrease the amount of copper coins I have.
There's also the chance I might lose the drawstring bag, so it's safe to have at least one extra day paid up.

The hotel man counts the coins.

"You've given me two days wort, please show me one of your arms."
"Here."
"Intentions of the soul, breath of wisdom, intelligence card, open!"

My left arm is raised in front of him.
I should let him fill out the inn register.

"Is it alright?"
"Yes. Michio Kaga."

It should say Kaga Michio on the intelligence card. Did he realize that the first part is my family name?

"That's right."
"I'll guide you to your room."

He leaves the counter.
He doesn't take my bag for me.

"Ah."

I follow him.
We climb two sets of stairs. Looks like my room is on the third floor.

"If your going to the Labyrinth, we can buy some ingredients from you. It might be troubling if it's alot, but a reasonable amount can be put on the menu."
"Ok."
"If you wish for hot water to wipe your body, please request it when you return. Hot water is 20 nars, it will be brought to your room after dinner, and collected in the morning. We can loan you a lantern with an hour of oil for 10 nars. You may add more oil yourself, but please do not start a fire."
"I'll be careful."

We arrived while I listened to the details.
He opens the door with a key.

"We are here."

“Thank you.”

The room is rectangular, and about ten tatami mats in size.
There’s a desk and a chair, a bed with a closet next to it, and a wooden window near the chair. [TN Maybe wooden shutters on a window, no glass?]
It’s a good room.

What was that room at the village chiefs house?
Well, that was free.

“The closet is locked and can be used for valuables. Please look after valuables yourself carefully. Employees clean once a day around noon. If you need washing done, please ask an employee. Please leave your key at the front desk when you go out. The room number here is 311.”

The man passes me a key, and use it to open the closet.

“I understand.”
“Enjoy your stay.”

He leaves.

I try sitting on the bed.
It’s not really soft, but it’s not hard.
It’s a good bed.

I lower my rucksack, and pull out my luggage.
I can leave the jersey in the room. The village chief said it was valuable, but I won’t be too worried if it is stolen.
The cheap leather shoes are the same.

There are two drawstring bags in the rucksack which have money in them.

I put the copper sword in the closet.
Since I learned kendo, I can fight easily with a sword in each hand, but when a fight starts I’ll pull out durandal.
The scimitar is light and easy to hang at my waist.

I look at the room key.

There are characters written on it that are probably the room number.
Is that the character for one that forms a line?

Well, it doesn't matter.
Should I go to the Labyrinth?

I stand up, and sling the rucksack over my shoulder.

Chapter 15 : Explorer

*

I turn in my key, and leave the inn.
I look out at the city, and then head towards the castle gate.

There are still no guards at the castle gates.

I leave the gate and make my way towards the forest.
The Labyrinth should be just inside the forest I was told.

I head through the field.
Just before entering the forest, a black wall appears to my left.

What's that?

As I wonder about it, a person comes out through the wall.

Adventurer Lv 19

Knight Lv14

Swordsman Lv42

Explorer Lv 41

Shinto Priest Lv39

Wizard Lv40

Oh! It's a Wizard! A Wizard!

Is that traveling magic?
Amazing.
I want to use it.

Are these six people a party?

"It's here."
"I see."

The adventurer speaks, then the knight nods and they enter the forest.

The knight looks rather pompous.
Even though he's the lowest level.

I follow the six people. They go to a place with a small hill that sticks up from the ground. There are black walls similar to the one from earlier surrounding the hill.

Is that the entrance to the Labyrinth?
Instead of felling like a hill, it's more like a Kamakura made out of soil.
Did only this part appear and the rest is underground? [TN Kamakura: Mid-January festival where children make snow huts to play in.]

A single person stands near the entrance.

Explorer Lv18

"How far are you going?"
"Three floors in, since it just appeared."

The two explorers spoke.
The one being asked is the explorer who just arrived.

"What do you want to do?"
"We'll start with the first floor, and see how we go."

The explorer asks the night, and the knight issues instructions.
The knight seems to be the party leader.

They approach a black wall, and disappear through it.
Is this where you get in?

Should I go too?
I bring up my character stats, and move my points from discount to weapons 6.
I put a bonus point into shortening incantations.
It's hard to recite them while fighting.

After putting a point into incantation shortening, the skill changes to incantation omission.
It's good that it doesn't decrease 10% at a time.

Should I put a point into increased critical chance?
I put a point in there, and the skill changes to a 10% rise.
I put the rest of my points in it, and get it up to 30%.

I finish changing my character stats.

I hang durandal at my waist, and approach the entrance.
The explorer near the entrance doesn't say anything to me as I pass.

Timidly I walked into the black wall.
It let me through without trouble.

For a moment I pass through a pitch-black area, and then I find myself in the Labyrinth.

I find myself in a small cave-like room.
It's around a 4-5 meter square room.
The room is dimly lit up.

Paths lead from the small room.
One straight ahead, one to the left, and one to the right.

There is a black wall behind me.
It's the "door" that I have entered through.

The paths leading from this room are dark tunnels.
They are relatively small, with a width of about three meters.
It's too dark to see the end.

The path straight ahead turns into a crossroad straight away.
Looks like this will be complicated.

I haven't prepared anything for mapping. Will I be alright?
Is it going to be dark in the rest of the Labyrinth?

Those six people didn't look to be carrying lights.
Maybe the Wizard used some kind of light magic.

For now, I'll try always sticking to the left wall so I don't have to worry about mapping.
When you enter a maze you won't get lost if you stay along one wall.

I head down the path to the left.
The left path soon splits into two paths.
The walls and floor all feel reasonably solid.

When I step on the floor, the part I step on gives off some dim light.

The light isn't much, and I'm worried it might make me easier to find by demons.

After walking a little, I hear a noise behind me.
I turn to look back at the previous room and see a group there.
Six people, five Knights and an explorer.
They walk into the black wall and disappear.

It seems the black wall still connects to the exit.

I check my job settings.
I've entered a Labyrinth, so maybe I got something?

Explorer Lv1
Effect: Small strength rise, Skill: Item box, party organization, dungeon walk.

It's there.
Is an explorer a person who finds Labyrinths?
I seem to have gotten it from entering the Labyrinth.

I fiddle with my jobs, but can only put Villager Lv3 or Thief Lv3 in the first spot.
It's the same as before, maybe because I used a bonus point.

If I consider the intelligence card, I should not put thief as my first job.
The first job seems to be shown on the intelligence card when people look at it, so it would cause trouble if people saw my job was thief.

I leave Villager Lv3 as the first job.
Hero Lv1 has a large effect, and I leave it as the 2nd job.
I set the third job to Explorer Lv1.

I try to use the new skill.

"Item box!"

Before I finish speaking, some kind of box appears in my hand.
Well, it's more like the entrance to a box. Looking at it from the side it has no depth, it's just a doorway.
Is this space magic?

It came out halfway through trying to activate the skill.
The incantation shortening skill probably caused it.

What happens if I talk about the item box in a conversation?
It feels like I've just discovered a weakness to the skill.
I don't have to pray for it to appear the way I do with stats, though it's possible it won't appear if it's just part of conversation.

I take the scimitar from my waist, and place it in the box.
There was no problem putting it in, despite it's length.

After taking my hand away, the entrance vanishes.

After saying "item box" again, the box reappeared.

The scimitar is in the box.
Somehow I get the impression that the item box is full with one scimitar in it.

I want to try out various things on it, but I shouldn't be fooling around in a Labyrinth.
It's possible I'll be surprised by a demon.

I take my hand away, and the item box vanishes. I want to try out my next skill.
Party organization. Well, I guess there is no point when there is just one person.

"Dungeon walk."

When I use this skill, I get an understanding that it wants more information from my thoughts.
Information on where I want to go.
I imagine the small room I first appeared in.

A black wall appears near me.

I walk into the black wall.
The place that I appeared is the small room from a little while ago. There is the black wall ahead of me which is the exit from the dungeon.
The black wall behind me disappears as soon as I step out.

Nice.
It seems I can teleport to places I can remember.
Judging by the name of the skill, this only applies to places in the dungeon.

No, I watched the party from before come from a black wall before I entered the dungeon.
The wall that the party of six people came from.

“Dungeon walk”

I recite the skill while thinking of the trees in the forest.
A black wall appears, but I am not able to enter it.
Is it useless if it’s not in the dungeon?

Well, it’s not something to worry about.
Mapping might be unnecessary now too.

“Dungeon walk.”

I use the skill again to return to where I was a short while ago.
A black wall appears....
But I wasn’t able to enter it.

What happened?
Why?
Lack of MP?
That shouldn’t be it. The black wall appeared.

Maybe the places I can go are limited?
Maybe to just small rooms like this one, or places with a door?

There seems to be no other way, so I go on foot.

Next, I’ll try Overwhelming, the hero skill.
Though, I think I can probably only try out this skill during combat. Is that right?
I don’t really have a basis for that thought.
It’s possible it’s a passive skill I’ve been using all the time already.
No, that’s probably wrong. It has an incantation.

I continue on.
Something is moving further into the Labyrinth.

Needle Wood Lv1

It's a humanoid demon with a green head and a brown body.
It's not very big, and quite thin.

How will things go with durandal?
I draw the sword and rush forward.

"Overwhelming!"

I shout out, and swing my sword down on it's left shoulder, cutting straight through it.
It's brown body falls to the ground.

Ah.
A single blow.
I wonder if I look cool?
It looks like my finishing move has been decided.
I imagine myself defeating the strongest demon with this technique.

Though, durandal is the reason for doing this in a single blow.

Nothing happened.
Nothing changed.

No, it's different.
I don't have enough MP.
The skill didn't work because I don't have enough MP.

Since I get the Skill: Overwhelming at Hero Lv1, I should be able to use it with the MP of Hero Lv1.
But my MP was insufficient, so I wasn't able to use the skill even though I remembered the incantation.
Maybe I used too much MP trying the dungeon walk? This is the second time I haven't been able to use it.

Branch.

When the Needle Wood disappears, there is a tree branch remaining.

I try to put it in the item box, but it doesn't work.
The item box is full with just my scimitar in it.
Well, that's how it is.

There's no helping it, so I put the branch into my rucksack.
It's a ten centimeter long branch. Will it be used for firewood?
I don't think it will sell well.

I start looking for my next target.
My MP has probably recovered because of durandals MP absorption, but I'll hunt another two to be sure.
It's annoying that I can't work out how much MP I have.

Needle Wood Lv1

I head towards the demon that appeared.
As I approach, the Needle Wood raises his left branch. He looks like he's attacking.
But, my attack is faster.
From his right shoulder to his left side I cut straight through him with one swing of the sword.

The Needle Wood becomes smoke and disappears. It leaves a branch.

I put it in the rucksack, and continue on.
I killed another, and then head left at the next split in the path.

There's another party up ahead.
All the members are surrounding a Needle Wood.

There isn't any way past them, they are straight ahead.
I got here by walking along the left wall to stay safe.
I have dungeon walk though, so I should be able to get back to the first room from anywhere.

I turned back to the last fork, and took the other route.
There's something up ahead.

Needle Wood Lv1

The slight glow from the ground at my feet is a disadvantage.

I have to be careful not to be hit by a surprise attack.
I don't know if the demons move around relying on their sight.

"Overwhelming!"

I run towards the demon, and recite the skill.

Nothing happens.
Wait, no, something is different.

The demons movement has gotten slower.
It's like the demon is moving in slow motion.
I approach the demon in the meanwhile.
I have an idea that I want to watch it a bit longer, but I ignore it and raise the durandal.

Is the demons movement slow?
Or is my movement fast?

I swing the durandal through the Needle Wood that didn't even get a chance to be ready to attack.
It becomes smoke and disappears. It feels like I've calmed down a bit too.

The effect of the skill appears to be acceleration, or maybe a boost in agility.
It will be a very useful skill if it lets me out maneuver an enemy.

I'm feeling a bit depressed, maybe because of the MP use?
When my MP starts running low I start feeling rather bad.

The skill must take all of my MP, though some will have recovered from durandals MP absorption.
The wave of depression goes up and down like a roller coaster.

I have a strong mind, but I could get quite sick if I repeat this.
I won't be able to use it much until I have more MP.

I try to calm down a bit, and check my stats.

Kaga Michion: Male, 17 years old. Villager Lv4, Hero Lv1, Explorer Lv1.
Equipment: Sandals, Leather armor, durandal.

My level has gone up, but only for Villager.

Hero, and Explorer's levels did not change.

I've defeated four Needle Woods.
If I only need 1/5th of the required experience to level up, and I'm also getting 5x more experience than normal, I should be leveling 25x as quick so it's like 100 Needle Woods worth of experience was hunted.
Is it really quite hard to level up?

The levels of people in this world give an impression of not being very high.
It's different from a game, it might take me dozens of years if I keep working steadily.

The level hasn't gone up after hunting 100, so for a Lv1 Explorer, if he hunts one every day for three months it won't be enough for him to get to Lv2.
That seems quite slow.

Or, maybe my experience bonus doesn't work?
Is Explorer harder than normal to increase? Hero didn't become Lv2 either, and Villager went from Lv2-Lv4. Different jobs might need different experience levels.
And what is my experience distribution like with three jobs?
I thought it would have been 1/3 each for three jobs.

Oh, I want a walkthrough.

I checked my character stats.
Since Villager increased by one level, I have another bonus point.

I removed my points from increased critical strike, and got incantation omission.
I've only attacked four times, if my crit rate is 5% then it probably hasn't even happened once yet. [TN not sure why it's 5%, probably some translator fail here]
Since I'm killing things in one shot, there is no point even if it works.
There are now two more points in incantation omission, and it's become blurred out.

Is the skill complete with only 3 points?

That's pretty good.
Even if it's just a percentage shorter I'd be happy.

When I used incantation shortening, I only had to recite the name, and not the incantation.
With omission, will I just have to think about it?

To test it out, I think about the item box and the entrance to it appears in my hand.

Chapter 16 : Demon Room

*

Another dead end.
I hit many dead ends while exploring the labyrinth.
This Time I arrived at a dead end 2 meters after taking a left on that T-junction.

There seems to be many dead ends in this labyrinth.

I've repeatedly hit dead ends since a while ago.
As one would expect from a labyrinth.

Could it be that I've been going around in circles.

Or that is what I thought, but this the first time I encountered this dead end.
It's about two meters, so I can clearly see the dead end.

A large wall stood in the way.

It looks similar to the cave's walls.
No.

There is a slight sense of incompatibility.

Something is out of place.
I approached the wall to investigate.
I strain my eye in the dim light.

Suddenly, I hear a rattling sound.

The wall collapsed.
Actually, rather than collapsing the wall slid down.

The disappearance of the wall reveals a way.
A small room appeared on the other side of the wall.

A hidden room.

By any chance, could the other dead ends be the same?

I didn't notice.

Should I go back and check them all?
The last discoverers are still there.

A party of six knights.

4 are sitting down, and 2 are sprawled out on the ground.
One of the sitting knights is the beautiful female knight that gave me the bounty money.

When I entered she glanced at me for a second and then returned her gaze while seeming uninterested.
One of the sitting men approached me.

It is the apprentice knight who was in the knight building.
Are they all the knights from the town?
[It is safe here.]

[I see]
What is safe?
[Are you alone?]

[That's right]
I'll probably understand if I take a look.
I would rather talk to the beautiful knight rather than this apprentice knight.

Talking to a beautiful woman is preferable even if they are strangers.
[You won't be able to earn much money in such a labyrinth, it's hard isn't it]

[Is that so?]

[If you go to the right side of the junction, there seems to be an entrance to the second floor.]

I see.

It seems to be a bad topic; therefore I try to change it.
[There is nothing but needle Woods around here.]

[It's because it's the 1st floor.]
Oh.

I think I said something strange.

I should leave before I let slip anything else.
[Yea, I'm sorry to disturb you.]

[No not at all, take care]
I came out of the small room.

The wall opened when I came and closed when I passed.

It feels like an automatic door.
Might it be the case that even if it seems like a dead end it is actually the same as this dead end?
Should I go back and inspect the other dead ends?
While returning on the road, I thinks about the conversation with the apprentice knight.
Since he said it was safe does that mean that the demons do not enter that room?

I plopped myself down.

Also, it seems I am not able to earn any money through this labyrinth.

To get to the second floor I have to go right at that junction?
I checked a dead end.

There seems to be nothing.

As for the second one, the wall slid and a small room emerged.
As expected, it seems that there were other dead ends like that.

I stepped into the room while thinking .... .
There it was.

A green head and brown body.

I slashed it from the shoulder to the leg.
No, it's not only one.

There is a group.

It's a bush of needle wood, or perhaps I should say a thicket, no more like a forest.

A blow came from the right, I dodged using my right hand and leg.
I raised my right elbow, and received the blow coming from the left with Durandal. I used the sword to crush the enemy's head.
I concentrated on using dungeon walk, but the black wall doesn't appear.

I thought that something like this was probable.

Probably this skill couldn't be used while engaged in battle.
I should have tried it when there was only 1 enemy, but it's too late now.
There are 10s of them, more likely dozens, at any rate there is a terrifyingly large number of them.

It's fortunate that I'm at the door at least this way I'm not surrounded.
Should I escape?

That is probably impossible.

In that case it's probably better to fight here.
I cut down the needle wood to the right.

While there was a chance, the needle wood on the left attacked.

A pain runs through my left shoulder.
The entrance of the small room was quite wide.
It will be impossible to block it alone indefinitely.

If they manage to get behind I'll receive attacks from 360 degrees around me.
I need to at least place a wall at my back.
I move to the right while disregarding the demon on the left.

I concentrated on "Overwhelming".
They stopped moving, I repressed the feelings of excitement. And cut the needle wood to my right with Durandal. Successively, I raise the sword to take down the demon in the middle, but the time delay effect ended.

I still managed to defeat the middle demon.

Moving one more step, I rained blows on top of the demon to the right.
I enter the room, and move along the wall.
When there is a wall to my back I can only receive attacks from 180

degrees.
If I can move to one corner of the room the attack range will shrink to 90 degrees; although it is probably impossible to do so now.
The movement of the needle wood on my left dulled for an instant when I moved.

I used that chance to cut the needle wood in front of me down.

The space created by the death of the needle wood was immediately filled with another demon.

I stepped back and set myself against the wall.
I block a branch attack from the left with a sword.

But, I took a blow from the right side.
“Guh”.
I return the attack and cut the needle wood on the right.
Then I’m hit on my unguarded left shoulder
“Guwa”.
I attacked the demon on the left.

Once again on the right.
It hurts.

I have received an attack.

Since it is not one-on-one, there is no helping it.
I swing Durandal and cut the needle Wood to the right up and down.
I have Durandal.

When the HP absorbed through Durandal is greater than the HP lost in combat it’s not a problem.

At present I have a lot? In any case it’s difficult to grasp with intuition.
Durandal also has MP absorption.

I concentrated on “Overwhelming”.

It worked, I repressed the happiness I felt as I killed the two approaching needle woods. (tln: took my liberty with this line.) When it lost its effect, I promptly returned to the wall.

I cannot let them circle around me.

I dodge an attack and cut down the demon to my right.

If possible, I'd like to reach the corner of the room since we've been drifting to the right.
It looks like a few needle woods are not enough to recharge the MP consumed by "Overwhelming".

It's better to use it after MP becomes full to suppress negative feeling as much as possible. Although, the situation might worsen if I don't use it much.

It might be more sensible to use it as soon as I have enough MP.
Receiving the attack that came from the left with Durandal each needle wood is mown down.

I received a blow to my unguarded right shoulder.

The seesaw like offense and defense starts once again.

I seem to be able to cover the HP lost through Durandal's HP absorption.

However, I cannot feel relieved.

If I receive several attacks consecutively, I could reach a critical state.

At present, a dangerous balance is kept.

I'm aware of my possible death.

Even though this is a different world, it is still reality.

To be knocked down by a demon here would mean absolute death.
[Umu].

Death is close to me, it is too close to myself.
It is scary, but not frightening.

It does not make me quiver, but I can't laugh it off either.
Is it because I'm fighting?

I was cool-headed, as I stared at the impression of death.
I cut a needle wood and made it collapse.

I receive a blow from the side.

The seesaw like offense and defense continues.
I avoided the branch and countered with Durandal in return.
I aim for the corner as much as possible while scattering the demons.
Before I was aware there were only two needle woods between me and the right corner.

There is my chance.

I concentrated to use “Overwhelming”.
I first defeated one of the needle woods obstructing the way, subsequently I killed another demon. Although Overwhelming’s effect finished, I raised Durandal and delivered the final blow to the last needle wood blocking the way to the right corner.
I place myself in the corner while avoiding the attack of the demon which finally caught up.

I can only receive attacks from 90 degrees around me.

I took a stance with Durandal, and focused on the demons.
The enemy’s numbers were reduced.

I notice this after I calmly take a look around.
I felt that I was cool-headed and stared at the death, but it does not seem I was calm at all.
Only several more remain.

Was it not necessary to forcibly secure a corner?

I need to be calmer, the state of the enemy’s power should always be grasped.
My hand seems to be moist.

I have to be careful. If Durandal falls out of my hands, it probably ends there.

I separated my right hand and the left hand in turn and wiped the sweat on my pants.

Meanwhile, I am exposed to attacks several times, but that is

unavoidable.
I grasp Durandal and run to the right.

The first needle wood on the right received a blow to the trunk.

If there are only this many then moving around more aggressively should be fine.

I raise Durandal while advancing and slash the demon behind me.

I cut off a branch that was attacking me from the right and use opening to slash down at the demon.
I attack the demon to my right, then sidestepped its attack and delivered an attack of my own.
I exchange blows with the demon in front of me.
In the place where I cut of the needle woods branch came another demon so I had to back off and attack.

I cut down the needle wood replacing the one I cut earlier.

Then, used Durandal to deliver a blow to the head of the needle in front of me.
Only one remains.
The demon does not seem intent on escaping.
I brush off the incoming branch attack easily, I react through raising Durandal up, then stepping in with my left foot and finally delivering a blow to its shoulder.
[Fuu ...]
I sighed.

Finally, the demon whom I defeated became smoke and disappeared.

I took a moment to collect my breath.
I looked around the small room.

Its size is four or five meters in each direction, it is the same as the previous room.

There are plenty of branches that were dropped by the demons.

There is also something in addition to the branches.

A leaf.

An ordinary tree leaf.

There are three of them.

Is the leaf a rare drop?
There aren't any other leaves.

There doesn't seem to be any treasure chests or legendary swords.
I confirmed it again while putting the loot into the rucksack.

Were there only demons in the room?

This is thought provoking.
I would have surely died without Durandal.

This labyrinth is proving to be more terrible than I thought.

Would the six knight party I met earlier be able to deal with this room?

Moreover, there is nothing in the room.

Tree branches and leaves also do not seem to be worth much money.
Is this why that apprentice Knight can't earn much money?

It seems that I would encounter other demons if I go to the second floor.
I collected all the branches, I look around one last time to confirm that there is nothing left, then I looked at my stats.

Kaga Michio: Male, 17 years old.

Villager Lv6, Hero Lv3, Explorer Lv4.
Equipment: Sandals, Leather armor, Durandal.

The speed of level increase is fast.

Explorer gained 3 levels.
Is it because my level rose that I did not feel bad the last time I used "Overwhelming"?
Because I did not feel like I recovered, Neither HP nor MP seem to have recovered when raising my level.

HP and MP will be restored through Durandal.

Should I explore more of the labyrinth?
No, it has yet to prove fruitful.

Even if I go on, it could prove to be useless.
Fatigue should be remaining.

Even Durandal can't remove mental fatigue.
I decided to return to the inn.
I used Dungeon walk while concentrating on the entrance room and entered the black wall that appeared.

I returned to the entrance room and exited though the black wall in the back.
I appeared outside the Labyrinth in an instant.

The sun has begun to set.
I thought only an hour has passed, It appears more time has passed than I thought, It seems that exploring the dungeon distorted my sense of time.

It'll be because I was feeling strained all the while.

I better take note of the time I spend the next time.

As I thought, it's probably useless.

I readjust the character settings and replace Durandal with the 30% discount.

Two points remain because Villager is now Lv.6.
What should I put them in?

I return to the inn while thinking about it.
I used "Item Box" and took out the scimitar.

Huh?

There seems to be space for things to be put in even with the scimitar.

Why did that happen?
Well, I'll get to it after I reach the inn.
I secured the scimitar to my waist and headed towards the town of vale.

Chapter 17 : The first medicine

*

I walked into the town of Vale.

It's getting late in the evening, and the city seems to be getting quieter. There are a lot of stalls closing down for the day.

Before long, I arrive at the Vale Pavilion.
The Lv28 Hotel man is inside.

"Welcome back."

This isn't the atmosphere of a high-quality inn.

"The key?"
"Here you go."

He passes me the 311 key.

"Is dinner ready?"
"Ah, there is a menu you can choose from when you enter the dining room."
"I'd like some hot water after dinner."
"That will be 20 nars."

Oh?
The 30% discount?
I'm reluctant, but I lower the rucksack and get 20 copper coins out.

"By the way, would this become firewood?"

I change my settings from 30% discount to 30% bonus sale price, and take a branch from my rucksack to show to the man.

"Is that a branch?"
"Yes."
"The heat from it is too strong for household use. The master blacksmith uses them. He's troublesome to deal with directly so I'd sell it to the guild."

So I can only sell it to the guild.

“The first floor of the Labyrinth here seems to have lots of Needle Wood.”
“Yes.”
“The second floor has green caterpillars, and the third floor has kobolds. It’s a rough place.”

I’ve only seen Needle Woods in the Labyrinth.
The demons on other floors will be different.

He said the Labyrinth here, so other Labyrinths must have different demons as well.
From his tone of voice, it doesn’t seem like these are easy demons.

“So that’s how it is.”
“Those are the first floors. You must be quite strong to go to such a place.”

The first floors probably aren’t worth much.
I’m confident I can get to some deeper floors.
Will they be difficult?
Hmmm.

I’ll lead the conversation.

“I’ll try to go as far as possible. Where is the adventurers guild in this town?”
“Four buildings to the left.”

The man points.
Was there a building like that over there?

“Should I go now?”
“They will still buy stuff if you go immediately.”
“Thank you, please look after this.”

I pass the room key back, and leave the Vale Pavilion.

I head four doors to the left.
I enter the building of the adventurers guild.

The inside is larger than the explorer guild. It’s like a slightly big post

office.
There are 5-6 people around.
The setup with a counter inside is the same as the explorer guild.

"I'd like to make a sale."

I stand in front of the counter.
This will be my first experience of selling in a guild.

There is a Villager behind the counter, of an age that it would be slightly strange to call her Onee-san.
I would call her face average.
But I'm comparing to Rozanne.

"Place your items here."

The woman holds out a large tray.

"Ok."

I pull the items out of my rucksack.
There are a total of 33 branches, and three leaves.

"You aren't part of the adventurer's guild?"

The woman checks.

"No, I'm not."
"The leaf is a raw material for antidotes. If you join the adventurers guild you will be allowed to buy antidotes at half price after selling leaves here, this helps since the antidote is necessary for adventurers."

Huh?
If there is antidote, there must be poison. The antidote would not be necessary if there wasn't any poison.
The antidote is a necessity of any adventurer who is in danger of being poisoned.
Was it a bad idea to enter the Labyrinth without having any?

"Can I buy some antidote?"
"If you don't join the guild, there is a set price for it."
"How much?"

“100 nars.”
“I see.”

It’s high, but not too high.

“You can remove the poison by eating the leaf too, we sell them for 80 nars.”

Won’t you be making a loss?
The Onee-san of the adventurers guild is very kind to teach me this.

“I see, then I won’t sell the leaves.”
“Ok, just a moment then.”

As I put away the leaves, the woman disappears into the interior of the guild with the tray of branches.

I’m bored, so I look around the guild.
The left wall becomes black suddenly.
People come out of the black wall.

Is that dungeon walk?

Can you use it outside of the Labyrinth?

Two adventurers have come out. There is no explorer.

“The town of Tahera, send us that way!”

An adventurer who came out says.
Nobody reacts to what is said, a black wall appears and they disappear into that.

It’s not dungeon walk, maybe it’s something like field walk?
Or is it a different skill?

That reminds me, six people came out of a black wall just before I arrived at the Labyrinth.
The explorer must have the dungeon walk skill, and the adventurer might have field walk.
If you can travel through the Labyrinth with dungeon walk, field walk must send you to other towns.

Maybe those two people went to the town of Tahera.

Why did they come here?
As I think about it, a black wall appears again and people come out.
Six people this time. One is an adventurer from moments ago.
The six people leave the guild.

Well.
What have they been doing?

"Sorry to have kept you waiting. Here you go."

I turn my head to see the woman has returned with a plate.
There are six silver coins on it, and after counting for a minute it seems there are 43 copper coins, so 643 nars?

I guess it isn't bad for a branch, but it's not high.
At this rate, a gold coin each day is just a dream within a dream.
Maybe it will be different if I stay longer, or go to a deeper floor.

I switch my 30% bonus sale price to 30% discount.
It's troublesome.

"Aside from antidote, is there medicine sold here?"
"Disinfectant, fatigue recovery, various salves, anti-paralysis, anti-hardening, and a cure-all."

At a guess, the salves recover HP, and the fatigue recovery recovers MP.

"How much for the anti-hardening and the anti-paralysis medicines?"
"They are 100 nars each."

Is the price the same as the antidote medicine?

"Ok, I'll take two anti-hardening, and two anti-paralysis."

For the moment I'll just buy two of each.
I don't know how much I'll need them, I probably won't need large quantities.

"Certainly."

The woman leaves for a minute, and returns quickly.

She places two white pill's, and two yellow pill's on the counter.

Anti-hardening.

Anti-paralysis.

"Hmm."
"The white one is the anti-hardening, the yellow one is the anti-paralysis."

They are split into colors?
I won't make a mistake anyway because of my judgement skill.

I put the four silver coins on the counter.

So anti-paralysis should cure paralysis as the name implies.
What about anti-hardening.
For when the body hardens? Does petrification magic exist?

I left one of the silver coins closer to myself, but the woman took it as she counted the coins.
Sadly it seems my 30% discount does not work for this.

I put the pills and leaves away in my rucksack. [TN: might have put them in one of the little drawstring bags.]

"What are the requirements for joining the adventurers guild?"
"It's rather simple. Be an explorer over Lv 50 that is not in another guild. If you would like to join I can bring you to someone who can set it up."
"No, not at the moment."

I quickly turned down the offer as I placed my rucksack over my shoulder, and left the adventurers guild.

So adventurer is a higher level job for explorers? It requires explorer Lv 50?
Or maybe there is a condition that is unlocked when you join the guild.

I heard that the relationship between the Explorer & Adventurers guild was bad.
That seems likely.
From the Explorers guild's view, the adventurers will be skipping them.

You could say that explorer's are eggs that will grow into adventurers, or from the other angle explorers are crap that didn't turn into adventurers.

I should be cautious if I consider entering a guild somewhere.

I return to the inn, and grab my key.
The dining room is right beside the foyer, and I go inside.

There are four meals on a table at the entrance to the dining room.

"You can choose your meal from these."

Aside from the Lv28 Hotel man, there is also a Hotel woman there gesturing towards the food.
Is she in charge of the dining room?

Seems like it.
There's no menu, do we just choose like this?
A lot of people probably can't read the menu.

The table only has one character written near each dish.
The same character is written on the key I have.

My key probably has 311 written on it for my room number, so the character next to the upper right dish is probably 1.

"This one."
"Certainly, would you also like something to drink?

Urk...
I expected this sooner or later, but was still surprised.
It still feels a bit strange.

"What drinks are there?"
"Beer, Wine, or Herbal tea. If you would like slime liquor then there is an extra charge."
"Just herbal tea please."
"Sure. Please sit and wait at any available seat."

In Japan I had drank a little sake, but here I don't know how much is safe to drink.
I have 33 gold coins in my rucksack to worry about too.

I sit down at a seat, and the food arrives straight away.
There's some soup in a cup, bread, a stew with vegetables, and some roast meat.
It's quite a large amount, but it needs to count as two meals for the day.

The bread is soft, and the soup and stew are both quite delicious.
The meat looks like beef and is passable. Some pepper goes nicely with it.
Wouldn't the pepper be expensive, or do I have the wrong impression?

A meal like this would sell well even in Japan.
It's quite a good meal.
The cost was slightly high, but including it feels like a good choice.

After finishing my meal, I returned to my room.
The sun has mostly gone down.
The room is red because of the last of the days light coming through the window.

Soon after I enter there is a knock at the door.

"Hello?"
"Excuse me, I've brought you hot water."

A man I hadn't seen yet brings in a tub of hot water.
He places the tub on the floor, hangs a towel on it's edge and then leaves.
It seems I don't need to tip him.

I remove my cloths, and wipe my body.
This world does not seem to have baths.
If it does, it's probably a luxury just for the rich people.

Even this hot water, 20 nars doesn't seem cheap.
It's pleasant to have though since I've been sweating.

After washing my body, I wash my underwear.
It's the only underwear I have.
I don't know what underwear is like in this world, hopefully I can buy a spare pair.
Whoops.

If there is soap and detergent I should get that too.

Maybe there isn't any since it didn't come with the hot water.

Is there a toothbrush and toothpaste?
I don't know if these exist.

I want to buy some socks too.

I can't buy anything for five days I think?
That's inconvenient.
I want a convenience store.

Aside from a shopping list, I should think about the item box.
I made it appear.

First, I put the scimitar in there. There seems to be more space now.

I try to put the rucksack in there, but it doesn't work.
Maybe it's the size? I try the drawstring bag but that doesn't work either.
The rucksack and the drawstring bag are not items, so maybe it's useless?

I pull the leaves out of my bag, and then put them in next to the scimitar.
All two went in fine. [TN: Thought he had three? I've probably stuffed something :P]
The anti-hardening, and anti-paralysis medicines did not go in.

After moving the two leaves to the right, the two anti-hardening pills fit into a left space.
The anti-paralysis didn't go in, but they did go in further left.

Looking further left in the space, the scimitar appears.
I take out the leaves & pills.

Won't the coins go in there?

Silver Coin.

Oh, I can use judgement on it.
It didn't even occur to me to use judgement on a coin.

With this, the fear of getting counterfeit money is gone.
But using judgement on a coin one by one is also troublesome.

I can put four silver coins into it.
In the next space I can fit four silver coins as well.

The copper coins don't go in.
I'm not trying to mix coins, judgement doesn't work on them either.
Copper coins don't appear to be an item.

I pull out some gold coins.
Judgement works on them, and I can put up to four in.
It seems I can't mix the gold and silver coins together.
So I have 4 gold coins, then 4 silver coins, then 4 silver coins.
After removing the scimitar, 4 gold coins fit in there also.

So there are four slots, and each spot can stack up to four items.
Probably because I'm explorer Lv4.
It was full with just the scimitar in it at Lv1.

I take all the coins out, and put the leaves & medicines back into the box.
The item box is probably better to hold them in case of an emergency.

I need to think about things like this.

You might consider incantation omission to be an important skill.
It requires three points.
If my first job is level four, even if I don't cut back on points elsewhere I still have enough for incantation omission.

Currently Explorer is Lv4.
Should I swap it with Villager Lv6?

Is there a benefit if I remove Villager as my first job, and replace it with Explorer?
When I consider the item box, and dungeon walk, it is not possible to remove Explorer.

The advantage of Villager is that the level is already high.
If I raise it to Lv8, I can spend points on forcing an extra job, as well as incantation omission.
The bonus points required for the second job is just one, and the third job

is two. The bonus points required for the fourth job doubles again to four.
At level 6 I have enough point to get the fourth job if I just settle for incantation shortening.

There's the possibility that Villagers level will increase faster than Explorer.
If I get to 16 spare bonus points, I can get 10x extra experience, or 10x decrease required experience to level.
Putting the job with the fastest growth as the first job will become an excellent advantage in the long run.

However, 16 bonus points is a long way off.
Also, with a fourth job my experience gain may be split into quarters so I'm not sure how beneficial force job really is.

I will make the first job Explorer.
I open my job settings.

Soldier Lv1
Effect: Small physical strength rise, Small HP rise, Skill - Rush.

Swordsman Lv1
Effect: Small physical strength rise, Small HP rise, Skill - Slash.

Merchant Lv1
Effect: Small int rise, Small spirit rise, Skill - Calc

Herbalist Lv1
Effect: Small int rise, Skill - Crude drug creation.

All of a sudden I have four more jobs.
Why did I get so many?

Perhaps after hitting Villager Lv5 I met the conditions for some jobs.
Soldier, Swordsman & Merchant probably came from this.

A Herbalist is someone who gathers medicinal herbs.
I didn't get any medicinal herbs, but I did pick up the leaves.

Well.
This might mean I'll get more jobs at Villager Lv10 & Lv20.

Should I leave Villager where it is?
Though, if there is a job that requires Villager Lv99 then that's a long way off.
Well, I'll worry about that later.

I put Explorer in as the first job.
Second is Hero Lv3, and the third one becomes Merchant.
I should test the new skills too.

Soldier's rush, and Swordsman's slash. From the name of the skills it sounds like something to use in combat.
What about the Merchant's skill?

I try to use Calc, but nothing happens, nothing changes.
It seems I can't do anything with it.
I wanted to calculate 224 x 365.

As I think about it, the number 81760 pops into my head.

Is that the answer to 224×365?
Is calc a passive skill?

At 224 nars for 365 days a year for 60 years...
4905600.
If I had 500 gold coins I could stay here until I die.
Is that right?

100×100 is 10,000. Oh, that's correct.
1 million x 1 million is 1 trillion.
....um, I don't know if that one's correct.

I remove Merchant, and put in Herbalist.

I want to use the Crude drug creation skill.
I'll use it on a leaf.

It's starting to become dark as I pull a leaf from the item box.

I use the Crude drug creation skill....
Ten antidotes appear.

TN: I had a rough time with anti-hardening in this chapter. The

machine translators gave me “Fragile”, “Softness”, “Judo-ization” and “I am wimpy, I am a circle” to work with…. WTF. I was going to use anti-petrification, but then he mentioned petrification a bit later, so while the pill was made to deal with it, that wasn’t meant to be the name of the pill.

Chapter 18 : Boss

*

It's still pitch dark when I wake up.

I went to sleep quite early last night.
It was probably around 7:00pm when I went to sleep.
Yesterday I woke up extremely early at the chiefs house so I could travel to Vale, and I was busy all day so I became very tired.

When it gets dark there is nothing to do in this world.
There's no consoles, no TVs, no PCs, no internet, no anime, there isn't even any books.

Thinking about it, I could probably go to a bar for information gathering.

But that might be troublesome.
To begin with, I was a bullied child.
If I was good at speaking to other people I probably wouldn't have been bullied.

Secondly, I should not be wandering around strange places with 33 gold coins.
With 500 gold coins one could live their whole life in this inn.
If I estimate the value of 500 gold coins is equivalent to 100 million yen then 33 gold coins in 6.6 million yen.
Even in Japan there would be few people drinking with that much cash on them.

Third, I'm not sure how much alcohol I can drink.
If I want to collect information in a bar, I need to drink.
It wouldn't be information gathering if I was the one who got drunk first.
Getting drunk and talking about earth may cause some unwanted attention too.

How much alcohol can I drink?
Alcohol might not be the same as it was on earth, and my constitution

may have changed after coming to this world as well. The intelligence card comes out of my hand now too.

Fourth, information on money-making is what I need at the moment. Other information like what is common sense here I can just ask Roxanne about after I buy her.

Are there really money-making ideas in a bar?
More likely there would be honey traps and people trying to swindle me. Someone like me who doesn't know the common sense of this world would be an easy target, especially since I'm carrying 33 gold coins.

Gathering information might be too dangerous.
Maybe having an early night is much better.

I held the scimitar like a hug pillow as I slept.
There are stories in Japan of master swordsman who sleep holding their swords.
I don't know if it's safe though.

I feel quite refreshed.
But outside if it still dark.
If I slept for eight hours it is probably 3:00am now.

My room does not have a toilet, so I have to go down through the lobby to get to the toilet.
There is a lantern hanging on the stairs, but it's light is very dim and it doesn't light up much.

"Are you going to the Labyrinth?"

When I get to the lobby I hear a voice behind me.

"oh....er."

I was startled, it felt like my heart nearly stopped.

When I turn around, the Lv28 Hotel man is standing at the front desk.

"Be careful."
"Can I go out during the night?"
"Yes, there are plenty of guys who go to Labyrinths in the middle of the

night. Maybe not in our Labyrinth though because it isn't very crowded."

I see.
There isn't any difference between day & night in the Labyrinth.
Plenty of people would enter during the night, and an inn which caters towards people entering the Labyrinth would need to accommodate to that.

"You must be busy until midnight."
"We are part of the Emaro tribe. The Emaro tribe is special. We don't need much sleep, It's always difficult to explain to people from other races but it's possible for us to sleep in halves."
"Half, like right and left side?"

I learnt about a different species.
I remember a type of dolphin has it's right brain and left brain take turns sleeping. If both slept at the same time it would drown.

"Do you understand?"
"I have a bit of an idea."
"Wow, that's the first time someone's understood."

He is pleased.
The people who know there is a right and left side to the brain in this world are probably quite few.
Possibly the Emaro tribe evolved in the sea.
Maybe mermaids?
He has two legs though.

"Really?"
"People from the Emaro tribe dislike settling down. Most will take up strange jobs like working with hotels that the guild manages. The work suits us because it allows us to transfer all over the place."
"I see."

If they evolved in the sea, the custom of settling down would be quite strange to them.

I hand him the hotel key.
I go to the restroom with my rucksack over my shoulder.

There is nothing to do, so heading out to the Labyrinth now might be a good idea.

"Don't you need a lantern?"
"I'll be fine."

I tried to look cool, and then went outside.

...

Damn.
It's pitch-dark.

I can't see even a meter in front of me.
It's completely dark.

Isn't there a moon in this world?
The whole sky is lit up with stars.
The light from the stars is too weak to light up where I'm walking.
Being from Tokyo, I find this darkness to be quite a shock.

Should I borrow the lantern now?
Because of the darkness it might be scary to head to the Labyrinth even with a lantern.

A ghost might blow it out.
I don't really believe in ghosts, but I don't yet know what mysteries there are in this world.

What should I do?
I don't have the job of adventurer, so I can't use field walk.

Oh, there was a warp incantation in the bonus skills.
Guessing from the name, it might be some kind of movement magic.

Meteor crash was beyond my abilities because I don't have enough MP, but what about warp?
The amount of MP used for movement magic might be less than attack magic. Also, I've leveled up to Hero Lv3 now, and my MP is probably full because I had a good sleep.

I open the character settings and move the points from my bonus job

skill and discount over to durandal and the warp incantation.

I face a wall of the Vale Pavilion, and think about warping. I imagine the small room with the doorway in the Labyrinth.
There should have been a wall in front of me, but when I reached out with my hand I didn't hit it.

It's a success.

Even though it's a success, I start feeling depressed.
Instead of the joy of success I get the sorrow of success.

Thoughts of "why did I bother coming here?" enter my head when I walk into the small room.
It's the small room with the doorway exiting the Labyrinth and the paths leading in three directions.
The small room was lit up, even though it's night.
Here is fine, despite the pitch darkness outside.

I don't want to use the warp ever again.
The MP it uses is probably even higher than Overwhelming.
Well, I should have expected this from a bonus incantation.

My mood feels like hell.
The only way I can get out of this depression is if I use the MP absorption from Durandal.

Suppressing feeling of not wanting to fight, I start heading down a path.
If I go right I can probably get to the second floor, but I head straight.
I don't want to go to the second floor. I don't really want to do anything.

Finally I see a Needle Wood.
I want to run away, but I hold back that desire and swing the Durandal.
A thought entered my head that I could never win, but of course I defeated it in a single blow.
When the smoke disappears a branch is left behind.

"Ah... that's it."

Feelings of relief go through my mind.
I let out a relieved sigh.

That was quite hard.
Using MP in large quantities is quite difficult.
I'd like to try to avoid it.

Kaga Michio. 17 year old male. Explorer Lv4, Hero Lv3, Soldier Lv1
Equipment: Durandal, Leather armor, Sandals.

After hunting another one, I checked my stats.
The jobs I had set are still shown even though I removed my bonus job skill.
The reason for having the third job as Soldier is because I might be able to get the Bounty Hunter job if I level it.

Also, after hunting two more demons I try the Soldiers skill Rush.
I'm not entirely sure what it did, but it felt like Durandal cut deeper.
It must be an attack skill.
It's hard to know how useful it is since I defeat demons in one swing with Durandal.

Sometimes it feels like ten minutes before I find another demon.
Are all the Labyrinths in this world like this? Or is this just a characteristic of the first floor?

This is faster than hunting Slow Rabbit's in the forest near the village though.
It's fast, but it doesn't feel like demons are appearing one after the other.

I probably came to the Labyrinth around 3:00am, so is sunrise in three hours?
Assuming I meet a demon once every ten minutes, I can hunt 18 of them in 180 minutes. I'm probably hunting more than that though.

Considering that, I decided to leave the Labyrinth after I found two leaves.
I didn't want to use the warp skill, so I used dungeon walk and then went home on foot.

The sun had just come up, so the timing was perfect.

I returned to the inn and had breakfast, then went to my room.

I use the crude drug creation on the two remaining leaves from yesterday, and the two from today, then I climb into bed for a quick nap.

The sale price in the adventurers guild is 1,878 nars.
Sale price for the antidote is 25 nars, I leave some in the item box instead of selling them all off.
So the guilds purchase price is a quarter of the sale price?

After nearly buying antidotes yesterday, and then selling them today, I wonder what the sales woman must be thinking.
Even if she thought it was strange, she didn't show it on her face.
She probably doesn't specifically remember what each person buys.

After that, I go to the Labyrinth again during the morning, and again during the afternoon.

The amount of money I made in the morning is 487 nars. I didn't sell any antidotes because I didn't return to my room, so that's just from selling branches.
I hunted until I got three leaves, and I had 25 branches to sell. It's better than the early morning because that was just two leaves and 23 branches.
25 branches is 15 nars each, plus 30% sale bonus end up at 487 nars.
The calc skill is not wrong.

In the morning, and the afternoon, I start searching the right side of the Labyrinth.

The dungeon walk seems to not only go to the room with the doorway, but to similar rooms as well.
I was able to go to the room that had the knight party in it yesterday.
The small room that had the large number of demons looked similar, but I'm unable to dungeon walk to there.
I'm not sure what the difference is.

There is a small room that I discovered along the right hand path that I can dungeon walk too, so I use that in the afternoon to search deeper from there.

I continue on while defeating Needle Woods.
I got lost a bit, and then found the small room that the two leaves

appeared in.

A wall slides down with a nice sound, and another small room appears. There were two parties waiting inside.

It looks like they are waiting in line.
I sit down at the end of the line.
I'm not sure why they are lined up, or if it is actually a line.

After a while, another party comes in behind me.
Six people with explorers and soldiers of reasonably low level.

"Line up."

The six people tried to pass and are shouted at by a man in the front.

It is.
I was right when I saw the arrangement.
It's that kind of mood.

I'm glad I understood.
I wasn't sure if I'd be fine reading the mood as a Japanese person in this world, but looks like I'm alright.

A door in the front opens up, and the party at the front head in.
Is this what you were waiting for?

"Is this your first time in the Labyrinth?"
"Yes."

The female explorer sitting in front of me starts to speak.

"There's a room ahead the leads to the second floor. There's a boss there. If you defeat the boss you can get to the second floor."
"Ah, Thank you."

So that's why we are lined up?
I listened well to what the kind woman was saying.
I will call her Nee-san. [TN: Older sister, I try to avoid these things where possible since they don't translate well to English.]

"When the previous party is defeated, the equipment they had is left behind. That's fate."

Nee-san looked at me and grinned.
I take back my previous thought.
The kindness was a lie.

When I die in there, my equipment, Durandal, will go to the party behind me.
Oh, if Nee-san's party is defeated, their gear will become mine.

"I see."
"The bosses are a lot stronger than the Needle Woods. If your not confident then you should go back."
"No, it's fine."

She's an explorer Lv5, and she seems quite confident.
Despite being Lv5.

Before long the previous door opens, and Nee-san's party enters.
The level of Nee-san's party is higher than the party behind me, so I don't think they'll be annihilated.

Will I be alright?
Well, there's Rush, and Overwhelming, as well as Durandal.

On the first floor I probably can't earn one gold piece a day, so I need to make this decision.
I have to go down.

Did Nee-san win? The door opens again.
I hold Durandal and enter.

After I enter, the door closes.
It's a normal square room of about 4-5 meters.
Nee-san, didn't lose.
She seems to have passed by safely.

Smoke gathers in the back of the room, and a demon appears.

Udo Wood Lv1

It's a demon that looks like a larger version of the Needle Wood.
It's taller than me, it's got a green trunk, and has long branches sticking

out instead of hands and feet.

While observing the Udo Wood, a blue light appears near it's feet.
A magic formation.
まずい。
That's bad.

Seeing the blue shine, it looks like it will be effective.
It's the first time I've seen it so I don't know what it does, but it definitely seems dangerous.
Is it a magic attack?
There's also the possibility of support magic or defense magic, though it's better if they don't use it.
There's no time to watch it.

I raise Durandal as it charges in.
I drive the sword into it's shoulder using Rush. Durandal stops several millimeters into it's shoulder. Even if I use Rush it seems I can't win in one blow.

However, the magic formation disappears.
Is this the incantation interruption skill that Durandal has?
The demon can't speak, it can't use incantations and has to instead use magic formations. The magic formation is taking the place of the incantation, so the interruption spell works on it?

The Udo Wood swings the branch that was on the magic formation.
Durandal is still stuck in the demons shoulder so I can't block.
I manage to pull Durandal from his shoulder as he swings, but I'm struck by the attack.

The blow hits me, and causes some shock.
Udo Wood's attack power seems to be higher than the Needle Wood and Slow Rabbit.
The Needle Wood's attacks were already quite heavy.

He swings the branch again, and I hear the sound of it cutting through the air.
I blocked it with Durandal.

He continuously attacks with the right branch, and I avoid it by moving my body.

After the exchange I saw an opening and drove Durandal into it.
A return comes from the left, but I avoid it.
If I can clearly see his movement then it's not an enemy I can't fight.

Udo Wood cuts the distance between us.
I blocked a branch from the right with the sword.
A branch is swung from the left as well.

Crap.
Was the branch from the right a feint?

I can't avoid it this time.

I use Overwhelming and charge into motion with Durandal.
The demons branches move slowly, there is little room for me to escape and I swing with Durandal as I dodge.
The branch whistles past a millimeter from me.

Udo Wood collapses to the ground.
Somehow I've managed to defeat it.
The body shakes wildly, becomes smoke, and disappears.

Wand Cane.
[TN: Wand was in english, maybe I should have used Magic Cane to sound better.]

There is a branch remaining.
Should I call this a stick? It's bigger than a branch.
It seems to be a cane, so it's some kind of weapon.

There is nothing else.
Even though it's a boss room there is no treasure chest.
So the only things left behind would be from the previous party?

A door on the far side opens up because the boss has been defeated.
I put the cane in the item box.
I double check the area for items, and then look for the way to the next floor.

TN: The author is alternating between calling it a wand and a cane.

Chapter 19 : The Second Floor

*

The neighboring room contained only a black wall/obstacle.

After entering that black barrier, after an instant of darkness, I came out into a small room much resembling the one on the entrance of the first floor.

It's dimensions were about 4-5 meters in each direction. Similar to the first floor, there were two paths stretching in the right and left directions. Behind me was the black barrier that I had entered from. This too, resembles the one on the first floor.
If I were blindfolded and brought to both places, I wouldn't be able to tell the difference.

Dungeon Walk is probably usable here, so I can come and go as I please.
Shall I give it a try?

No. Even if I succeeded in my attempt, I don't know whether I'll be teleported to the second floor or some other place.

If I exit through the black barrier behind me, will I be returned to the same place from earlier?
Let's try that out first.

I exited through the black barrier.

After passing through the pitch black space, I abruptly exited into a dazzling place.
It's the labyrinth's entrance.
The explorer was standing outside same as yesterday.

My eyes haven't really adjusted, but from the looks of it, it'll be nightfall in a few hours.
I've finally come out. I think this is enough action for today.

From the opposite side of the road, a party of six came along.
The explorer of the party started conversing with the explorer's standing

at the Labyrinth's entrance.

"How far did you get"
"The fourth floor."
I listened attentively to their conversation from the side while pretending to confirm the contents of my rucksack.
Information gathering is important.

The party's explorer peeked at the Knight's expression.
The knight seems to be especially significant within the party.
Probably something like that, anyways.

"Was there anything on the fourth floor?"

asked the knight, directly addressing the explorers standing at the entrance.

"Mino. From the first floor onwards, there were needle wood, green caterpillar and kobolds"

"We've dispatched the kobold's of the third floor. Let's begin from the fourth floor."

Looks like the combination of this labyrinth's monsters was a failure after all.
The knight nodded at the party's explorer.

"We have 800-1000 items. Item box, open!" (Some chuuni chant.)

That is the incantation for summoning the item box.
The party's explorer retrieves something from it.

A silver coin.

Though I didn't get a good look at it, the retrieved thing is a silver coin.
Appraisal is useful after all.

The explorer at the entrance received it, it was a silver coin after all.

"Responding to the faith of companions, I have read the honesty of their hearts, Party Formation" (thanks for the TL thedefend)

The explorer at the entrance continues his chanting.

Is that the party formation spell?

As I was pondering the reason for the party formation, the party's explorer, accompanied by two others, entered the dungeon.
And then swiftly returned.

An adventurer from the knight's party repeated the party formation spell's chant.

"Great. Let's start from the fourth floor."
On the knight's declaration, six people entered the labyrinth.
After confirming their disappearance into the dungeon , I also set out towards town.

What did they go there for?
The two explorers have probably explored the labyrinth to the fourth floor.

The explorers can utilize dungeon walk to transfer to any previously visited location within the labyrinth.
I've seen the place the six transfer to a number of times. Not only the chanter, but also the party members with him are transferred.

The explorers standing at the labyrinth's entrance are guides who guide parties till the fourth floor.
Explorers from a newly formed party have not entered the labyrinth before.
It seems that if they form a party, the guides can take along those explorers who haven't previously visited the fourth floor.
After being taken along once, seems like those explorers also gain the ability to teleport their respective parties to the fourth floor.

Also, if the party members do not exceed five, the guide can take along the whole party with them.
It is a well thought out strategy.

I should also make use of this.
But if I go to the lower floors, the monsters are going to strengthen too.
Since I don't have a grasp of my strength, It would be safest to sequentially go through the floors.

The two adventurers that came out of the Adventurer's guild yesterday did the same thing.

There are two adventurers who can use field walk、if I'm teleported by either once to another town, I'll also be able to travel between the towns. In this world, the flow of people is unrestricted and frequent.

Putting a little distance between the labyrinth and myself, I erased Durandal through Character Reset.
My bonus points had increased by one. I seem to have leveled up without realizing it.
If I remove Boost critical rate and Boost MP regeneration rate which I don't know how to use in addition to warp, I can acquire the Fourth job which costs 4 points.
I adjusted my jobs with the job settings panel.

Kaga Michio, Male, 17 Years Old
Explorer Lv.8, Hero Lv.6, Soldier Lv.5, Swordsman Lv.1
Equipment: Scimitar, Hide Armour, Sandal Boots

To call my growth astounding would be a bit of a boast.

My earnings from selling off herbal medicine I made upon returning to the inn amount to 1911 nars.
My earnings from today amount to 4276 nars.
There's also the portion from the leaves I gathered yesterday, but since I didn't sell my wand, the balance comes up to more or less the same amount.
Since the wand is classified as equipment and not an item, I doubt I can sell it, even to an arms merchant.

Though it doesn't amount to one gold coin, I wonder if this is a fair amount of earning for one day.
I'd probably spend more money if I arranged my equipment, bought clothes and other daily necessities.
As of now, I have spent 224 nars on hotel expenses and 20 nars on hot water.
As to why my discount perks were ineffective when reserving hot water is

a mystery.

After eating dinner,I'll retire for the night.
I've become completely accustomed to an early to bed, early to rise lifestyle.

After the sun sets, there is really nothing to do around here.
There's the option of exploring the labyrinth, but falling asleep midway would be lethal.

The sooner I go to sleep,the sooner morning will arrive.
Thus, I'll be exploring the labyrinth's dark interior tomorrow too.

After removing the Job setting and activating warp again, I came to the entrance of the second floor.
Appearance wise, it is impossible to tell apart from the small room on the first floor, but this is it,probably.

I wasn't particularly affected by the warp this time around.
Is that thanks to my level up?
Having said that, I have no intentions of continuously using it. That was really tough on my body.

Since the entranceway to the second floor from the first was on the right side, let's try the left path.
From the onset, I was confronted with a crossroad.
This is different from the first floor. Proves I've arrived at the second floor safely.

Needlewood Lv.2

The first monster I encountered was a Needlewood, same as the one's on the first floor.
Aren't the monsters on the 2nd floor supposed to be different? (Thanks thedefend)
It's probably called Lv.2 since it's on the second floor.

I slashed diagonally with Durandal and slew the monster with one blow.
The Needlewood may have been strengthened to Lv.2, but with Durandal one shot is all it takes after all.

My level up probably factors in a bit too.
It could possibly also be the effect of four simultaneous active jobs.
Is what I'd like to believe.

Green Caterpillar Lv.2

I encountered a Green Caterpillar next.
Oh right. The second floor had Green Caterpillars
Does the second floor contain only these two monsters?

A huge green hornworm.
Frankly, it's quite disgusting.
It's a soft and flabby larvae of about a medium sized dog's size. Despite the appearance, it's insides may be packed with muscles.

The hornworm quickly approached me //After observing it, I swiftly approached it. I swung Durandal down on it from above.

Thread.

A one-hit kill this time around too.
After the green smoke dissipated, a bundle of yarn was left over.

Even though I hunted quite a number after that but the only monsters that spawned were Green Caterpillar Lv.2 and Needle Grass Lv.2.
These two monsters seem to be the characteristic/typical of the second floor.

While pondering on that, I encountered both monsters at once next.

Needlewood Lv.2
Green Caterpillar Lv.2

Are they a group or did they just happen to be together?
Excluding the small room where a large amount of monsters were lurking, this is the first time I've met monsters in pairs.

First I drove Durandal into the approaching Needlewood.
When I shifted my attention to the green caterpillar,I saw an orange magic formation beneath it's chest.
The magic formation swiftly disappeared, and the Green Caterpillar spat

something out.

It's thread.

The thread covered up my front.
It came flying while spreading in every direction. It was like I was watching the spider's thread in a Kabuki Dance (Spider's thread is probably a specific dance)
Wielding Durandal, I was able to fend off some of it but was unable to defend against all of it.

The thread I wasn't able to defend against twined around my hands, feet and head.
Disgusting. Not only that, it also made movement very difficult.
It pretty much felt like being tied up with sticky tape.

While I was struggling to regain my arm's mobility, I ended up taking a body blow from the caterpillar.
I was somehow able to bear it with my impaired legs. I swung Durandal downwards.

Due to either being unaffected by the thread's restriction, or due to it's crushing amount of offensive power, it still took only one strike from Durandal to down it.

Thread.

The thread entangling my body disappeared along with the monster.
The loot was a common thread.

The attack from before seems to be a special attack to impair opponents.
Handling one or two wouldn't probably be much of a problem. But what if they show up in a group?
Like in the small room on the first floor.....

This is unsettling.
I can think of nothing but unnerving outcomes

If several green caterpillars were to surround me, they'd immobilize me with thread from all directions,and when I'm immobile they'd shower me

in blows.
If my movements were to slow down, not only would my extermination rate go down, Durandal's HP regeneration rate would also be affected.
Will I be able to withstand attacks from monsters in that state?

Would it be better to think of countermeasures beforehand?

I could also choose to not adopt any measures.
I'll deal with it after giving it some more thought.
I wonder if the small room which spawned a large no of monsters , is a considerably rare trap.

On the first floor was the knights six man party including apprentices.
A low level party was also waiting outside the boss spawning room.
Can these people even handle the massive horde of monsters in the small room?
Though I was somehow able to hold my own due to Durandal, I believe this low leveled party will not stand a chance.
Yet their presence here despite that implies that the risk of encountering monsters in large groups is actually pretty low.

If the encounter rate was high, low leveled parties wouldn't be hanging around the dungeon.
Since they are, it proves that the encounter rate is pretty low.

Though I personally feel that their being way too optimistic, it may as well be that way.
Such an under-leveled party is also exploring the second floor. If they can do it, then so can I.

However dropping my guard would be foolish.
Anyone who does that in a labyrinth is headed for certain death.
What happens once can happen again.
I should stay on my toes at all times.

Now then, what sort of counter measure should I adopt?

The first counter measure would be to continuously level up.
Not only will that increase my extermination rate, but it'll also boost my HP and physical prowess.

If I level to the point where a green caterpillar's attacks are as effective as a mosquito's bite, it won't be a problem even if I'm ganged up on.

However it is troubling to think of the amount of leveling needed to achieve this.
Also, I have no method of judging as to what level can safely take attacks from multiple opponents.
There's a time limit on Roxanne's purchase too. I can't exactly be going around carefreely grinding. I have to quickly reach the bottom floors and raise that money.

Another counter measure would be to learn an attack that affects multiple opponents.
If group lynching is my concern, might as well collectively attack the whole group.

Neither Overwhelming nor Rush are AOE skills (TLN AOE=Area of Effect).
I also tried out the swordsman class's slash skill but it was pretty much the same as the rush skill. More like, slash might just be the swordsman variant of rush.

The real issue is that attacking multiple opponents with a sword is incredibly difficult.
It's pretty much impossible without a cloning skill.

If swords are no good, then there's magic.
With magic, AOE attacks are possible.

I heard from the town's merchants that to become a sorcerer, you have to drink a special potion before turning five.
Probably an item of some sort.
Meaning I, who have long since passed the age of 5, am unable to become a sorcerer?

So far as the possibility is concerned, I'll just have to try using it.
When I stole, I got the thief job. When I worked the fields, I gained the farming job and upon entering the labyrinth, I gained the explorer job. I got the Herbalist job by picking herbs.

That being the case, if I cast magic even once, I should be able to get the sorcerer job.

Although, it seems it can't be acquired through movement or space magic.
It's quite obvious if you think about it. If you could become a sorcerer just by casting dungeon walk, then all the explorers would become sorcerers by default.

Rather than space or movement magic, the sorcerer job is only obtainable on casting offensive magic.
Since sorcerer's are offensive mages.

I became a trader by selling, a soldier by fighting, a swordsman by wielding a blade.
Thus I only gained them after satisfying the conditions for them.
Going with that logic, I need to use offensive magic to become a sorcerer.

Which came first, the chicken or the egg?
If you're a sorcerer you can use offensive magic but to become a sorcerer, you have to use offensive magic (TLN This guy's retarded.)
I might need a special item to achieve this.

But I happen to have bonus spells.
They should be usable even if I can't use typical magic.
As demonstrated by my use of warp magic.

If I use the offensive bonus skills, I should be able to acquire the sorcerer job.
Looks like it's finally time to use the offensive spells which were unusable when I was a Lv.1 Hero.

Chapter 20 : Wizard

*

Meteor crash!
It is the bonus incantation which I lacked MP at the time of hero lvl 1.

Am I able to use it now? I have piled up four jobs and Hero has increased to lvl 6.

If the Wizard job can be acquired by using the meteor crash, that's great.

Even if I do not obtain the Wizard job, I might acquire a weapon to kill groups of enemies, and that was the purpose from the beginning.

I prayed to reset my character.
One bonus point remains. My explorer lvl seems to have risen.
Warp is removed, the jobs are set and bonus points are put into the bonus incantation meteor crash.

Just in case, I have moved to the first layer of the labyrinth by a dungeon walk.
I hunt two needle woods to fill up my MP.

And for the demon who appeared next.

Eat this!
Meteor crash!

……

I pray and watched around, but nothing has happened.

Was it useless?

The needle wood tries to reach me, shake's a branch and attacks.
I killed it with durandal out of necessity.

Don't you have enough MP yet with hero Lv6?
How much MP will be necessary?

It must be a magic with a lot of power if it consumes that much MP.

That's the only thing I can think of.
I am looking forward to the time I can use it.

The meteor crash couldn't be used, but I don't feel down particularly.
It was within my expectations.

Hmmm, are there those kind of things too?
I do a character reset again.

Total MP release.
It's this.

It is a magic that uses up all currently present MP for a single magic attack.
Usually an attack magic can't consume all of the MP but with this setting it can become zero.
I do not think that my MP is not enough.

The problem is that the MP needs to become zero.
If the MP becomes zero will it be all right?
At least there should not be a problem. Unlike the total release of HP there will be no danger to my life.

Lets try it out near the small room where I encounter the beautiful female knight the other day. Just in case I should be able to escape from there immediately. Because demons don't seem to appear there it will be a suitable escape place.

I thought about the small room of the doorway, but a place where other people might pass by is not suitable. Though there might be the advantage that it is possible to run outside if there is an emergency, it's also a pitch black night outside at the moment. The risk however will not change.

I look for a demon near to the entrance of the small room. But no demon appears easily, maybe it is too hard for them to appear that near to a room where they cannot spawn.

At last I found a needle wood a bit away on the left side of the entrance.
Can I attack it to follow me?

I turned my back on the demon and started running towards the small room.

In the place I am running from I was exposed to an attack from the back. The needle wood seems to move faster than I thought.

Turning around I stared at the demon.
Then I activated the total MP release.

Something comes off out of my body. It is a very unpleasant feeling at the same time. MP is spiritual energy? Maybe that's it.

It's a success.
No, I have succeeded.
Even if I should have failed.

The needle wood in front of me explodes.
It becomes smoke and scatters.
What have I done?

I am certainly dead if caught in such a place by other demons. I am weak.
I have no talent either. I am stupid and have no merits ever. I am the lowest of man.
Let's live in this different world. The doubts are extreme.
A satisfactory place for me to live was not found on earth. It's the best to expect a dog's death in the place I am.

A beautiful woman like Roxanne shall be obtained by me? Surely she will not even notice me. That is a trap of the slave trader. It is a plot. It is trickery. It is fraud.

I pick up the branch and jump into the small room. When you pick up the branch at such time. Happy. I am Happy too! Who is a trivial, ugly miser?

I rested in the small room. To be trampled in a place like this is what a guy like me deserves.

It might be safe in this small room. To secure an escape place beforehand, how bad can a guy mess up? Try to think. This present state

of me is a consequence of emptying my MP.

How to recover from it? I can only use the MP absorption of durandal. But how to do it when you fled in a place where no demons are?

My safe place was not prepared for a situation like this, it was necessary to choose a place where I could concentrate on fighting one demon even if it is unpleasant now. It looks like the idea itself was unskilled. There is nothing more fearfully than an incompetent supporter who is motivated. Because I tried to use an unfinished plan, it came to this situation.

Then should I go out? I should think about it. Is it stupid? Am I a fool? Or an idiot? If I go out now I might not even meet a demon. It is suitable for a coward like me to be frightened in this small room where demons not even can appear.

No, does a demon really not appear here?
Who decided such a thing?
It is speculation.
It is only wishful thinking of a fool like me.

Yes, it's like that. Even here it might not be safe.
Let's run away!
Escape!
But where to go?

I do not know of safe places.
Where ever I go there will be enemies, it will be dangerous everywhere.
Even in this refugee I cannot rest.
I will surely die in here.

I gathered willpower and somehow managed to go outside of the small room.

Go back! Do you want to die?
No. Even if I return, it's the same situation.
A demon will come to this place sooner or later.
Anyway, I cannot defeat a demon.

It's like this. This will be my graveyard.

I begin to walk unsteadily.
I should have bought MP recovery potions in the adventurer's guild at least.
I am a fool not to notice such a thing from the beginning.
It's cruel reality to die a dog's death here.

A needle wood appeared in the depths of the cave.

Run away.
I am still in time.
I should be able to rush into the small room of a little while ago.

No. I am not in time.
I cannot be in time.

While I hesitate, the needle wood approaches.
Partly unconscious I shake durandal.
Is it survival instinct? Or is it muscle memory that let me keep fighting?

The tip of my sword durandal catches the demon. The needle wood is cut and collapses.

Even in such a state the demon is defeated with one swing of the sword.
Even if I feel depressed, the offensive ability of durandal seems to be unchanged.
When saying that it's natural, is it natural?

I was discouraged and let out a breath. It was a close call.

It was not perfect, but MP seemed to be restored somewhat, too.
The pessimism until a while ago becomes light as if mist thins out.

This was dangerous.
It was really hard.
I was never depressed like this before.
Is this the downside of bringing MP to zero?
I don't want to suffer such a thing twice.

It's alright. I can do it if I have to.
I persuade myself.

I looked around and as if to celebrate my recovery a leaf was left behind by the needle wood.

Furthermore, I hunted three needle woods and recovered MP.
The pessimism from before faded away as if it was never there from the beginning.

I check my job settings.

Wizard lvl 1
Effects: small rise in intelligence, small rise in MP recovery.
Skill: beginner fire magic, beginner water magic, beginner wind magic, beginner earth magic.

There it was. Even though I had problems acquiring it.

The beginner's class fire magic, it might be powerful.
Am I able to use it now?

I replace the job swordsman Lv 2 with wizard Lv 1.

I went to the second floor.
I might not have good attack magic yet, but the second floor should still be alright even without a safe room.

While walking through the dungeon I concentrate on the beginner level fire magic.
Nothing happens.

Fire! Flame! Burn! Fire magic! Incinerate! fireball!
I try focusing on various words, and something above me lights up.

I seem to have made a fireball.

Oh!
Yes!
It's a fireball.

The fireball flies forward.

It's a success.
Finally I have magic.

I watch the fireballs destination.
It's an amazing feeling being able to practice magic.

I created a fireball.
I choke up with emotions from the feeling of coming to such an amazing world.
Sure I had the movement magic, and space magic already, but fire magic is special.
I caused a natural phenomenon with my own power.
I'm overflowing with emotion.

Previously I've emotionally hit bottom, but this will be something I can fondly remember.
I should also try out the wind magic.

The fireball continues down the cave until it disappears.

For a while I revel in the joy of becoming a wizard.
Nothing really changed, I'm still the same person.
However, I am now able to conjure magic.

A Green Caterpillar appears, and I use Durandal on it to recover MP.
Following that I throw a fireball at a Needle Wood.

The tree demon is covered in fire.
Wow.
It's amazing.
As expected of magic.

The fire goes out rather quickly.
Apparently I can't defeat it in one shot.
The demon comes at me while smoke still comes from it.
Well, it's beginner level magic so the damage is low, but the damage done appears to be causing the demon to move slower.
I swing Durandal at the approaching Needle Wood. It cuts it down in a single swing without problem.

If the beginner class fire magic is a fireball, is the beginner class magic for water a water ball?
I finish of another demon and then try to use water ball.

A ball of water appears over my head, and goes forwards.

Is this water magic?

I kill a Green Caterpillar to replenish my MP, and then try the water ball on a Needle Wood.
The demon flinches slightly, but recovers immediately and charges at me.
There are no signs that it had any effect.
I wait, and strike it with Durandal when it gets near.

The Needle Wood is a plant type demon, so fire magic is probably more effective than water magic.
I'll have to research it later.

Next is to try out wind magic.
Is there a wind ball?

I try it but nothing happens.

Wind arrow! Wind storm! Wind cutter!
Still nothing.

I thought that the wind magic would be a ball because the fire magic and water magic were both balls.

Wind ball! Air Ball! Gust ball! Gale ball! Typhoon ball! Tornado ball! Breeze ball!
There it is.

A breeze ball appears above my head and flies forwards.
It's probably a ball of wind, but I can't see it.
I can hear it however.

A gentle breeze, the beginner level wind magic.
The tornado is not at the beginner level.

I hunt a demon to recover some MP, and then look for another to test it on and two appear.

Needle Wood Lv2

Needle Wood Lv2

There seems to be groups of two monsters on the second floor as well.
I'll see if the fireball is effective on multiple enemies.

I use the fireball while glaring at the two demons.
The fireball appears... and passes between the two demons.

...well. That's how it is.
Even though there are two demons, two fireballs did not appear.
You have to aim at a target properly to hit it with a fireball.
Since I tried to specify two demons it just went between them.

I swing Durandal horizontally while aiming at the left Needle Wood.
The saint sword tore through the Needle Wood.
A branch is left behind as I continue my swing through the right Needle Wood. I cut off it's head and it's defeated.

There are two branches now, and I put them into the rucksack.

The fireball doesn't seem to be that strong a magic.
It's good for using on an enemy at a distance, but it only targets one.

Isn't there an AoE attack?
Fire arrow, Fire wall...
As I focus on it a wall of fire appears nearby.

It's about a meter wide and two meters high.
The fire continues to burn for about ten seconds.

A fire wall.
It feels like more of a defensive magic than an attack magic.
Would it be useful for me to use when surrounded by enemies?

Isn't there an AoE attack magic?
Hell Flame! Burn attack! Volcano Erupt!
Nothing. Well, the fire wall might be similar to the fireball in setting things alight.

Fire Strike! Fire attack! Fire storm!
There is a feeling of something happening in my body.

MP was used.

Fire Storm seems to be something.

However, even though it feels like MP was used, nothing happens.
Did it fail?
Maybe not, it could be because there are no enemies here.
Maybe it's a magic whic automatically targets demons.

I hunt two demons to recover some MP.
A Green Caterpillar appears and I use Fire Storm on it.

Red sparks dance around the cave, it feels like looking at fireflies.
The sparks gather around the demon, and attack the Green Caterpillar.
The Green Caterpillar burns red.
Although it looks quite painful, the demon endures it until it goes out completely.

It seems I can't defeat one with a single Fire Storm.
I drive Durandal into the head of the caterpillar dealing a decisive blow and it turns to smoke.

Fire Storm is the right magic name.
How does it recognize enemies? Or does it only target demons?
Well, now I should confirm if it's an AoE attack magic.
Should I look for two demons now?

Maybe I'll try it later.
I'll head outside now.

It's still dark outside the Labyrinth. When I look towards Vale I can see a pale light coming from the other side.
Soon it will be sunrise.

That was perfect.
I don't have a watch or a phone, but after coming to this world it feels like my biological clock has become more accurate.
Actually, there may just be a good balance with how exhausted I am.
I mustn't get overconfident about it.

I go back to the hotel for breakfast, and then return to the Labyrinth afterwards.

I go to the second floor again and hunt some more demons with Durandal to recover MP while I test out some more magic.

A Green Caterpillar is the first thing I see, and I launch a breeze ball at it.
It's still not possible to defeat it in one shot, but there is a visible wound on the caterpillar so it definitely did damage.

After hunting some more demons to recover MP I test out water wall on the next Needle Wood I come across.
A wall of water appears in front of me.
It's about the same size as the fire wall, though made of water instead.

Since it isn't like a rapid stream I doubt it can prevent a demon from getting through.
Is this how you defend yourself while an ally is using fire magic?

After a little time passes the wall collapses and water goes over the floor.
The water scatters everywhere.
It also got on my pants.

The water doesn't seem to disappear easily, unlike the fire.
Is that common?
I'm not sure, I don't understand the reason.

Can you really just make water? To test it out I throw a water ball at the wall.
It splashed into the wall, and then dripped down the wall.

Water can be made.
Water magic seems to be quite convenient.
When I get thirsty I can use it.
I'm not sure if it's fresh water though.

After defeating a Needle Wood with Durandal, I try out the breeze wall.
There seems to be a wall of wind.
I can hear it.

It's invisible though, so I'm not sure about it's dimensions.

I'm not sure how useful it is since I can't see it, but I try it in front of a Green Caterpillar.

Here we go.
As I wait, the demon stops before the breeze wall.
An orange magic formation appears under the Green Caterpillar.

I failed.
Even though I can't understand it's dimensions, the Green Caterpillar seems to know them.
Also, the wall of wind is obstructing me from going there.

After a short time the demon shoots thread.
He seems to have timed it with the breeze wall disappearing.

It failed even there.
While there was a wall I could have run away at least.

The thread entangles me.
As I struggle to free myself I am hit by the body of the Green Caterpillar.
I struggle to swing Durandal as the demon attempts another body blow.
The demon is defeated, and thread is left behind.

Since I was able to defeat it in one blow things didn't get out of hand.
The wall of magic seems to be hard to use well.
How should I use it?

Should I have defended with a fire wall when the demon shot it's thread?
I failed.

The other walls of magic were only a meter in width, so I probably could have gone around it and attacked.
If I want to block of a passage in the cave I'll have to use two walls.

Since I've already tested the fire, water and wind, next is earth magic.
What is earth?
A sand ball.

Nice! I guessed it straight away.
A ball of soil appears above me and flies off.

Or should I call it a ball of sand since it's sand ball?

After hunting a demon I test out the sand wall.
It was a wall of soil, the soil version of the fire wall.
After some time passes it collapses and leaves sand on the ground, just like the water wall.
There isn't any use for the sand, even if I can make it with magic.

Green Caterpillar Lv2

Green Caterpillar Lv2

After I hunt another demon to recover some MP, two Green Caterpillars appear.
This is good.

I use fire storm.
The sparks start to dance and attack both of the demons, dying both in red.
It is an AoE attack.

It's not likely that I can defeat them with just one fire storm.
I have to defeat them before they shoot thread.
I swing Durandal at the Caterpillar on the right while he is covered in fire.
I then swing Durandal at the left Caterpillar, just as the fire goes out.

Chapter 21 : Green Light

*

All things considered, I can use 3 types of spells from four elements, a total of 12.
There may be others, but I don't know.
Fire-hit, Fire-shoot, Fire-tornado, I have tried various things that came to mind, but it didn't work.

I can use ball for single target attacks, a wall for protection and area of effect storm attack – those three types.
For each magic types the words used are: fire magic – fire*, water magic – water*, wind magic – breeze*, earth magic – sand.
(TLN*: He describes here the pronunciation of words while casting. So it's not "Hi no tama" for fireball but actually "Faiyaboru").

Water magic and wind magic also don't seem to be used for healing and movement respectively.
I have tried spells like "Water Heal" or "Wind Wing" and although it didn't work I can't deny the possibility.

For now what I can use should do.
Next I'll test if I can defeat a monster with only magic.

Needle Wood Lv2

I present it with a fire-storm.
Only one appeared, but in preparation for group fights testing the fire-storm should be good.
I can feel the MP loss. Compared to single target "ball attack" the "storm attack" consumes more MP.

Sparks dance and attack the Needle Wood. The plantlike monster starts burning.
I couldn't defeat it in one blow, so I fired a second.
The second one still didn't finish it.
The monster approaches.

I got attacked before I could fire for the third time. The swung branch hit me.
The approaching burning red shape signals danger.

Suppressing the feeling of wanting to flee, I fire a third fire-storm.
I don't feel like winning, but I tell myself that it will all be good if I respond calmly.
In case of emergency I can use Durandal for a one-hit kill.

I dodged the branch by a hair's breath.
The third storm stills seems to not be enough.

I begin to cast a forth fire-storm.
It's not like it won't ever fall.
While evading the swinging branch negative thoughts start sprouting in my mind.

In the midst of flames the monster swings a branch.
I can't keep evading forever.
At this rate I'll die.
I have to somehow run.

Just when I turned around and begun running away the Needle Wood fell down.

Branch

Even though it fell from burning the dropped item seems OK.
I pick up the tree branch and put it in the backpack.

To defeat Needle Wood Lv2 four hits from fire-storm seem necessary.
I feel pretty down but I managed to cast four times.

I don't know whether to stay or leave.
Its good and all that I fired four times, but continuous casting twice is dangerous.
Maybe fire-storm costs twice as much when there are two enemies.
I wonder.

This is not good.
My thoughts became negative.

Its can't tell whether it is truly like that or its the negative thoughts.

I killed two monsters with Durandal and calmed down.

So far there was no instance of two monsters coming one after another.
Neither in the many small rooms on the first level, nor in the cave.
There was considerable time between monster appearances.
I can't ignore this, but i shouldn't become obsessed over the possibility of consecutive monster appearances.

There is also the fact that fire-storm consumes more MP than fireball.
AOE magic costing more MP than single target magic would suggest that when there are more enemies the chance of it costing more MP is very low.
Even if the number increases, it should become a little easier.

While judging calmly, being able to defeat with four fire-storms I'll somehow manage.
Needle Wood and Green Caterpillar are not so different. It won't be ten times in ten.(TLN: Bad TL)

This way the first objective of finding a way to deal with multiple monsters is complete.

Next I should think how to fight with magic as the core.
If I'm going to fight with magic, I'll put Durandal away.
If I put Durandal away I'll have 6 bonus points to assign to skills.

The points for being able to use Durandal are six weapon points for a total of 63 points.
By not using Durandal, both "Required Experience Reduction (1/10)" and "Gained Experience (x10)" costing 16 points, 32 points are used, but I can use both.(TLN: Possible bad translation - sorry I suck with translating calculations/counting.)
Right now I have "Required Experience Reduction (1/5)" and "Gained Experience (x5)", so picking "Gained Experience (x8)" is efficient.

Not having Durandal is scary to say the least.
It has the attack power to kill monsters with one hit, HP absorption and MP absorption.

By having HP absorption it is not so much of a problem when getting hit and MP absorption allows to continuously use skills.
As long as I fight using Durandal, I most likely won't die on this floor.

Removing Durandal I feel fear.
It is really discouraging.

Should I pick safety or experience x8.

Picking safety would dictate that I use Durandal like up until now.
Of course would be useful in a pinch.
But describing the actual situation is a bit troublesome.

I can think of a few possibilities.
A very strong boss suddenly appears.
Or possibly I feel needless anxiety.(TLN: I think he is talking about the negativity from mana deprivation)

Labyrinth is a battlefield, and just being on the battlefield a 100% safety is impossible.
Its not needless anxiety, but anything can happen on the battlefield after all.

But from another point of view, as long as one steps into the battlefield that is a labyrinth, one has to take the risk.
There won't be any gain without betting.

If I think about it, it's probably better to take the 8x experience bonus.
Getting to a higher level will decrease the risk in the long run.

I've confirmed that I can defeat a demon with just magic.
Logically this means that I don't need Durandal.
If I can defeat a demon with just magic then Durandal is overkill.

That decides it.
I removed my points from Weapons 6.

While I use magic I'll have to keep pulling out Durandal.
My MP recovery relies on Durandal's MP absorption after all.
It will be good if I can buy some MP recovery medicine.
If I get into trouble I can still use Durandal as well.

My bonus points have increased by another point, and I'm able to get the 10x decrease in required experience plus the 10x boost to obtained experience.
I removed the point from MP release as well and put it in increased MP recovery. The stats show the MP recovery has doubled.
That will help out a bit.

I take the wand & scimitar from the item box.
I haven't tried it yet since I was using Durandal, but the wand may be useful when using magic.
It might have a bonus like increased magical attack power.

What other reason would there be a wand class of weapons for?
Since there are wands, they should have benefits aside from physical attack power.
Maybe it has bonuses to decrease casting time? That wouldn't be helpful since I have incantation omission.

I hang the scimitar at my waist, just in case something happens and I need it.

Needle Wood Lv2

I attack the Needle Wood with fireball.
It might be my imagination, but the fireballs look a bit bigger so the wand is probably having some effect.

The fireball heads down the cave.
As it approaches the demon, he moves towards the wall and avoids it.

Crap.

So they can even avoid it.
I already knew I couldn't defeat it in one shot, so maybe it was a mistake to attack the moment I saw it.
It doesn't select it's own targets the way fire storm does, so I need to aim it well.

I try to fire a second fireball straight away, but it doesn't go well.
Even though I have incantation omission, it seems I can't fire them in

rapid succession.

Finally it works as the Needle Wood approaches.
There seems to be a small cooldown time between using attack magic.
There's a small delay after it appears to, since it appears above my head.

The demon has closed in on me by the time I shot off the second fireball, and it swings it's branch at me.
I block it with the wand, and fall back a bit.

I attack again as I avoid it's swings.
It's on fire as it swings it's branches at me, and the sound of burning is quite horrible.
I block another attack from the left, and then I attack again.
There's a crackling sound as the demon burns, and then it collapses.

So I need four fireballs?
There isn't much difference between the power of fireball and fire storm.
Even if I don't use the wand it will probably be the same number of attacks.

I'm not sure if I got depressed a little?
The amount of MP that the fireball uses must be quite small compared to the fire storm.

Green Caterpillar Lv2

I watched the Green Caterpillar for a moment before using the fireball.
It tried to dodge, but the fireball ended up hitting it without problem.
Guessing from it's appearance, it is slow when trying to move sideways.
I attack again as it moves towards me.
As it approaches an orange magic circle appears underneath it.

The moment it fires it's string I use firewall.
The wall of fire blocks the space between me and the demon.
It's hit by the string from the caterpillar, and a light sound is hear as it burns it away.

I move around to the side and try to use a fireball, but it doesn't appear so I smack the demon in the head with the wand.

The caterpillar attacks me.
It charges me with it's body, and I narrowly avoid it.
It seems I can't use the fireball yet.
I smack it with the wand again, but I can't avoid it's next attack and take it head on.

Finally the fireball works.
The demon tries to attack me while it's burning, but I block it with the wand.

I fire the fourth fireball, and in the blast of flames the demon falls.

It seems the the green caterpillar needs four fireballs to be defeated as well, and I also hit it twice with the wand.
It feels like quite an intense battle if I don't defeat it in a single blow with Durandal.

Should I use Durandal after all?

No, today I should give priority to improving myself.
I still need to get enough money to buy Roxanne.
For that goal I need to improve myself to get to a lower floor of the dungeon a bit quicker.

If a battle with magic takes about a minute, and I fight 60 times a day, then my progress through the labyrinth will be an hour slower than normal.
One and a half hours slower if I fight 90 times.

Since I can kill everything in a single blow with Durandal it shouldn't be a problem for me to go to the next floor.
I might make a mistake if I go down too early though.

It's probably fine with Durandal.

Do not go... Do not go...
I'm feeling a little afraid.

I have a look at my character stats.
I'm still injured from the body attack.
I believe I can kill everything with four fireballs, but I'm not confident

about four fire storms.
The lack of confidence probably comes the negative emotions caused by my lack of MP though.

I've got another bonus point.
That's amazing growth.
The two 10x experience stats are working great.

I select Durandal again, and look at MP recovery, it's next level is 3x MP recovery speed.
If the stat is similar to bonus Exp then it should increase a lot.

Will the MP recovery stat improve enough that it can become a substitute for Durandal?
If I cancel a forced job I can select 3x now.

Do I need to do that?
It's safer if I just use Durandal.
I'll keep working with 2x MP recovery speed for a bit longer.

I go hunting demons to recover some MP.
There's two of them.
Why do groups only appear at times like this?

I cancel the extra job and remove Durandal again.

Thinking about it, I've got the option to pay the explorer at the entrance to take me down to a lower level.
Lower levels shouldn't be any more of a problem.
It might be possible to recover the hour I lost down there.
Though, I still want to fight with magic a bit more.

Green Caterpillar Lv2

I shoot a fireball at the Green Caterpillar.

The fire wall from earlier was a bit of a hint about magic timing.
The fireball is quite strong, but I can't fire the second shot yet.
You can probably only use one spell at a time, so while you can still see your last spell you can't use the next one yet.

I fire the second one, and let it hit before firing the third one.
An orange magic formation appears under the demon.

I wait with my timing, and then use the fire wall.
There's a small sound as it eats the thread.

I try to test if I can use a different magic at the same time.

While the fire wall is still burning it seems I can't use anything.
Not just the fireball, but the waterball, breezeball and sandball also didn't work.

While the demon is burning, I confront it with the wand.
I dodge it's body attack while I smack it with the wand.
The wall of fire disappears and I fire of the third fireball, and after that the fourth.
The Green Caterpillar is defeated.

The cave in the labyrinth is about three meters wide.
The fire wall is about one & a half meters wide.
Unless I can increase the width of it, I won't be able to block off the cave.
If I'm attacked from both sides at once I won't be able to use it to protect my back.

Also, there's about a ten second duration on the fire wall.
Wall magic seems to be quite difficult to use effectively.

Needle Wood Lv2

The demon waddles in the cave ahead.
I let it approach a little, and then launch a fire ball.
I fire the second shot the moment the first is gone.
It gets into range of me before I fire the third shot.
As I dodge the branch, I use the third fireball.

So I'll be attacked before I can shoot four times, Isn't there a way to shoot faster?
I block it's branch and shoot the fourth fireball.
The fire blazes up and the demon collapses.

I'm feeling a bit depressed, but another one should be fine?

Green Caterpillar Lv2

I launch a fireball at the Green Caterpillar.
The second one is launched as the first goes out. One continuously after the other.
The Green Caterpillar has slow movements so I should be able to attack again from a distance.
The Green Caterpillar is closing the distance, but I use the third shot and it collapses.
Does each one have different stats? Or did this one fall after three fireballs because I went up a level?

I'm glad the I might have improved, but I'm getting depressed and can't really think about it.

2x MP recovery speed isn't a substitute for Durandal.
I open my character stats, and select Durandal.
Also, I have another bonus point.

I take a moment to think while looking at my stats.

Maybe there is another risk to using magic.
What if I'm seen using it by people?

Second job and job settings are bonus skills.
Most people in this world probably can't have the explorer job and wizard job at the same time.
Can a wizard learn space magic?

I use warp and dungeon walk, and I make use of magic.
If someone watches me they might notice I'm not chanting incantations.
The apprentice knight that I saw on the first floor has seen my intelligence card as well, so I should be cautious.

Should I use Durandal instead of magic to fight?
I should be safe if I use Durandal.

No, I'm still feeling bad.
Only using Durandal comes to my mind.

I hunt a demon and recover some MP.

How many people have I met on the second floor?
It feels like there isn't anyone here.
Is it because the Labyrinth has just been discovered? Is it because the demons here aren't worthwhile? Maybe the second floor just isn't liked? Maybe Green Caterpillars are just thought to be troublesome?

Well, the chances of running into anyone here seem low.
If they just see me conjuring then they'll think I'm a wizard.
The apprentice knight seemed quite exhausted on the first floor so he probably won't come to the second floor either.

I need to take some risks.
Low risk, low return. High risk, high return. That's a rule of any world.
I need to keep practicing my magic.
The dungeon walk & item box I can use after confirming there is nobody nearby.

I remove Durandal, and stop my fourth job. I select 3x MP recovery.
My current jobs are Explorer, Hero & Wizard.

Kaga Michio. 17 years old. Explorer Lv12, Hero Lv8, Wizard Lv5.
Equipment: Sandals, Wand, leather armor.

My levels have gone up quite a bit.
I got the Wizard job this morning and it's already Lv5

Current bonus point use:

63 points for 20x less experience required. [TN: at bottom]
31 points for 10x experience gained.
7 points for 3x MP recovery speed.
3 points for incantation omission.
3 points for Judgement, job settings & character reset.
110 points in total.
TN: There were a few part where he mentioned "2 10 experience something", so I thought both the experience things were at 10x from that. From this last bit I assume some of it was the 20x stat so I'll try & fix it later.

Chapter 22 : The Yellow Signal

*

I started the full scale exploration of the second floor.
Regenerating my MP with Durandal regularly, I took down the monsters primarily with spells.
Needlewood Lv.2
Green Caterpillar Lv.2

Conveniently Durandal was sheathed when a two man party of a needle wood and a green caterpillar appeared.
I cast firestorm the instant I spotted them.
Firestorm is a certain hit spell. There's no need to pull in the monsters.
I had prepared the second shot before the fire had fully extinguished.
And followed on with a third shot.The green caterpillar was defeated by the third shot.
Only the needle wood is left.
Receiving the swung branch, I incinerated it with a fireball.Seems like there isn't much difference in incinerating ability between firestorm and fireball for individual opponents.
Green caterpillar was downed in three hits but needle wood needed four.

Fire storm's MP consumption doesn't seem to vary dramatically with the amount of monsters either.
If a lot of monsters are defeated with 4 hits of wide area attack magic, then it's pretty efficient.
Is there no place around here like the first floors monster spawning small room?

Does the small room not appear until all conditions are fulfilled?
The trap by which demons spawn in large quantities seems to be rare.

While checking the ends of hallways for the small room. and drawing and retrieving Durandal (for MP Regen), I hunted monsters.

After exiting the labyrinth in between, I reentered after noon.

The green caterpillar was hit with a three hit combo of Water, Breeze

and Sand Balls.
It doesn't seem to have a particular elemental weakness.

A four hit combo of breeze and sand balls took down the needle wood too.
Fire Magic doesn't seem to be their weak point either.
Since Water ball did not inflict any apparent damage (on the monster) earlier, I stopped using it.

Though I want to check it out, there are no apparent opportunities.

If you try to fire off four consecutive magics, you are inevitably exposed to enemy attacks in between.
Just in case I panic if it's not defeated even after a four hit combo, it would be preferable to have Durandal equipped.
But, since I have to draw Durandal when MP is low, I do not want to cast water ball as much as four to five times.

If two monsters appear while Durandal is equipped, recovering MP while taking one down and then taking down the other with magic is a plausible strategy, but.
But well, they're not something that appear so conveniently.

Needle wood Lv.2
Needle wood Lv.2

It finally appeared around the time I was thinking of wrapping up today's exploration.
I fired a water ball at the needle wood on my left.
I got two more shots in on the needle wood which had stumbled by a half step.

Inside the dim labyrinth. It's pretty hard to judge where to fire the next water ball unlike the fire spells which light up the surroundings.

Incidentally, all my delusions of being able to avoid detection when attacking from a distance were instantly dispelled.
The green caterpillars seem to instinctively know how to avoid breeze wall.

I stepped forward while readying Durandal. I cut down the right needle wood.
I avoided the branch swung by the left monster by a hair's breadth.
I summoned three water balls.
The monster didn't go down.
Thanks to the level up, it seems I can take down needle woods with a three hit fireball combo.
Since it can also be due to the effectiveness of the wand, let's try firing a fourth shot.
The branch was energetically swung. Failing to counter, I took the hit head-on.
Seems like they are resistant to water magic after all.
In an instant, I mowed it down with Durandal.
The monster was cut in half from top to bottom.

Leaf.
The needle wood disappeared into smoke. Luckily, it also dropped a leaf.
The green caterpillar isn't dropping anything besides thread anymore.
Looks like there are monsters who do not drop rare items. Or maybe the drop rate is different?

Since I got a rare item, I decided to call it a day.
I cast warp setting the adventurer guild's wall as the target. I could transfer to some other place too, but I don't know if that would be good.
It would be preferable to not go to some shady place.

Though people also utilize the Vale Restaurant's lobby, I'd prefer not to.
Transferring to building's is the utility of the adventurer's field walk. I'll be regarded suspiciously if I use field walk despite not being an adventurer.
While there's the option of passing myself off as an adventurer, one look at the intelligence card will expose the lie.

I teleported to the inside of the adventurer's guild.
A place without tumult and having a calm atmosphere is comforting.
Transferring in an instant from a lonely battlefield into this atmosphere further enhances it's value.

“Is there anyone who wants to go to the capital?”
A person who teleported through the wall like me was recruiting customers when I exited the guild.

The capital, is it?
Should I give it a go?
The recruiter is quite the beauty too.

“How much will it cost?”
I tried asking after activating thirty percent discount.
She’s an adventurer in her fourties.
However, she’s an elf and to top it off, a female. (♀=female right?)
Appearance wise she looks around twenty years of age.
Let’s ignore the age.

“The prevailing rate is two silver coins. A one way trip will cost you a non-bargainable amount of 1 silver coin.”
“I see.”
The 30% discount probably didn’t work.
Taking out a pouch from my rucksack, I handed over a silver coin.

“If it’s something to the extent of that rucksack it should be fine.(to transfer, I presume.) Responding to the faith of companions, I have read the honesty of their hearts, Party Formation”

The elven adventurer chanted the party formation spell.
The party formation prompt materialized in my head.
The prompt disappeared on selecting yes.

So that’s how it is. This is how you form a party.

The party at the labyrinths entrance was formed in the same way.
Only the members of your own party can be transferred with teleport magic.

From her earlier words about a rucksack being fine, it seems not everything can be transported.
Is the rucksack treated as baggage?
Will the contents of my item box be fine?

Without giving me any time to placate my worries, the elf adventurer casts field walk.
The adventurer and the guild's wall in front of me faded to black.

This isn't the time to be perplexed.
Now that I think about it, the item box was fine when casting dungeon walk and warp. Field walk should be the same.
I follow along so as not to be late.

A large room expanded on the other side of the wall.
Since the basic structure is the same, this is probably the Capital's adventurer guild. It's dimensions were three times larger than it's counterpart in Vale.
The counter also had up to 10 lines queued up.

Accompanying the invocation of the party formation spell, the disband party option materialized.
Another adventurer who came along with us nodded and left.
He formed a party with five other people, cast field walk and exited through the wall.

That must've been the his first time in Vale.
Thus, he came along with the Elven adventurer to Vale. Upon returning, he took along his party to Vale.

"Come to think of it, the other day, a magician was using field walk. How is that possible? "
Since it's a rare opportunity, might as well ask the elven female.

"Who knows. I've never heard of such a thing. Might you not have made a mistake?"
"Is that so? That might just be it."
"Then, I'll take my leave."
The elf woman also departed.
As expected a magician able to use warp or dungeon walk is unheard of. Moreover, the reply had a meh feeling to it. People probably don't have any particular interest in details of skills or jobs of other people.

If I were good-looking, would she have had sex with me?

Damn it. Is that the way it is?

I exited the adventurer's guild for a while.

The capital was crowded with buildings.
The color of the building's brick's here was brown too.
Not being modern buildings enhances their oppressive feeling.

Kinda feels like getting lost in ancient Rome or Baghdad in it's golden days.
Should be obvious that I've never seen them. But the setting should be somewhat like this.

The road in front of me, stretches far and wide straight out in the distance.
A history book I read in my free time described the construction of roads in the Middle Ages to be complicated so as to make them impervious to enemy attack.
The path to the capital is straight on the other hand. Is it peaceful to this extent?

The day is still young.
There seems to be a time difference between here and Vale.

Since I didn't exactly come here for sightseeing, I swiftly returned to the adventurers guild.
There was a board to my left side on which posters were displayed.

I approached the board, but as expected, I couldn't read it.
When I started looking around restlessly, a beautiful onee-san smilingly approached me.

"Should I read it for you?"
As expected of the capital's guild.
The translators are of a different level entirely. They're elegant and refined.
She's a 21 year old villager. Though she isn't as beautiful as Roxanne and is simply wearing loose deep blue clothes, she has a dazzling atmosphere around her.

"Yes."
"It's 10 Nars for six minutes."
The price seems to the same as at Vale's explorer's guild.
Opening the rucksack, I handed over 10 copper coins to the woman.
When our finger tips touched during the exchange, I felt my heart skip a beat. Can't be helped, I'm a man after all.

"Please proceed."
"Then, you have until till this hourglass runs out."
The hourglasses working seems identical.
A perfectly legal chance to ogle her butt GET!

Be that as it may, it's not like I can ogle her forever.
Dammit. Since I'm being charged for this time.

"Is there a place which purchases branches?"
"Um , did you just become an adventurer? "
That was probably a noob question just now.
Though I'm not really an adventurer.

"Why do you ask? "
"Requests specify specific items. They're either strong monster or rare item drops. The guild has tons of branches stocked. That being the case, there's no need to put out a request for it"
When I countered with a question of my own, she kindly explained it to me.
So that's how it is.
There's no way anyone will put out a request to purchase branches. To search for it regardless would be the epitome of noobness.

"Then thread is also a no go?"
"Yep."
"No places willing to purchase antidotes either? "
Once over the border one may do anything (implying he can be as shameless in his questioning as he wants since nobody knows him anyways.)
Since I've been found out to be a newbie anyways, might as well ask about everything.

“Since you can buy them at guilds anyways.”
“Can you sell stuff like wands at guilds too? ”
“Items droppped by monsters, be they equipment or rotting ingredients, cannot be sold at the guild. Equipment can be sold to arms merchants while you can sell the ingredients to restaurants or use them for food yourself or sell them on the festival day. The ingredients won’t rot if you place the ingredients in the item box anyways so.”
They won’t rot when inside the item box?
This is good info.

“What about monster subjugation requests? ”
“Monster subjugation is carried out by the lord’s knight and warrior squadron. Though there are instances of adventurer’s are recruited in the Knight’s squadron. Should I read out the details for you?”
If it’s about the income earned by monster subjugation, the slave trader should have told me all there is to know.
It seems they don’t give much to people of doubtful origin.

“Nope. Are there any one-off jobs? ”
“There’s a job to guide people around with field walk”
That’s also impossible since I’m unfamiliar to towns other than the capital and Vale..
In the first place, my ability isn’t field walk, it’s warp. There’s also the question of how long I can keep fooling them (into thinking it’s field walk).

Since there was no other option, I had her teach me the items for which requests were put out.
Clear tortoise shell, reverse scales, shielding cement and silver thread.
Shark fins and sirloins are the rare ingredients. There are items like that too?

“Your time is up. Do you want to continue?”
“Nope. This is good enough. Thank you”
Rather than an extension, I want the after.(he’s prob referring to sex)

So far as selling of your items is concerned, I think Krater’s explorer’s guild put up a wide variety of requests. “Krater’s explorer’s guild, is it. I

understand”
Not really.
More like, this is the first time I’m hearing that name.

I bid farewell to the onee-san who went out of her way to teach me.
After that I made a few transactions at the counter.

“How much is your cheapest fatigue recovery potion?”
Since this is a rare chance, I tried asking the onee-san manning the counter.

“Strengthening pill, right? It’s sixty Nars. ”
“What about the cheapest potion?”
“The nourishment pill. That too, is for 60 Nars.
Pretty expensive.
If I carelessly use them instead of Durandal(‘s recovery ability), my expenses will go into the red pretty quick.
In the end, I returned to Vale’s adventurers guild without purchasing anything.

Making sure of the absence of people in my surroundings, I sleepily muttered “Field Walk”.
Though I had heard the chant for Field walk before, I wasn’t able to memorize it.
And then I cast warp silently. I visualized Vale’s adventurer guilds wall.

I entered the black wall which had materialized.
Thus from an outsiders perspective, I seem to be using field walk to teleport myself.

After an instant of darkness, I came out into Vale’s adventurer’s guild.
It’s evening over here.
Seems like the capital is to the west of Vale.

Incidentally, the threads price was 10 Nars.
Even though the green caterpillar took the trouble to spit out all that thread, it didn’t raise as much money as the needlewood’s drops Wasn’t a rare item either.
Certainly, it’s not a great combination of monsters.

Today's earnings amount to 1144 Nars.
It doesn't seem to be a miscalculation. It's only one-fourth of yesterday's earnings.

But I didn't craft medicine today and four leaf's are in my item box so. With four leaves, I can make around 40 antidote pills. That'll earn me around 1000 Nars so the actual deficit is half that of yesterday.

My spending the day learning how to use magic is to blame.
Exploring also took a lot more time since I wasn't utilizing Durandal.

I returned to Vale's restaurant.

"For three days, please."
I tell the man as I'm taking out my purse.
The amount I had paid on the first day was enough for lodging till this morning.

"Got it."
"Isn't there a money changer somewhere? Copper coins have been piling up."
"There is no such place. It's not like you have particularly have to pay in silver. Paying with 100 copper coins is perfectly acceptable"
Apparently there are no money changers.
If there was a moneylender, with 30% discount I'd be able to buy a gold coin for 7000 Nars and selling the same with 30% sales boost would yield 13000 Nars. I'd make a killing.

If you take that into consideration, exchanging 1 gold for a hundred silver would become a pretty lucrative business.
But since the changer would charge a commission of the total, earning money by this means is impractical.

I placed five silver coins and 190 copper coins on the counter.
With this, the no of copper coins has been considerably reduced.

"Also, please prepare a hot bath after dinner."

"Let's see. Hotel charges with dinner included and hot water for three days, 686 Nars'll be good enough. This is a special service just for you."

For some reason, he returned six copper coins to me.
Since the hot water bath was twenty Nars, this means the thirty percent discount is effective?
I don't get the working of this thing.

"Can I inspect my intelligence card?"
"You can do it once every ten days. Since you checked it two days ago, you'll have to wait a while."
"I already ordered food right?"
"Yep. You did."
I utilize dinner time to study the numbers of this world's language.
I learned 1 yesterday.
What should I choose today.

"Welcome. Since fresh sirloin arrived today, I'd recommend that."
Upon entering the restaurant, a woman from the management recommended one of the four things on the menu.
Seems to be the same sirloins which I heard about in the capital.
It's a bit on the small side for a meal of one, but a steak is also included.
So this is a sirloin.

"……then, for one person." "Thank you for your patronage."
Seeing it has made me want to eat it.
I've lost.

"The third, please."

Today I'll learn number 3.

"Certainly. Would herbal tea suffice as a drink?"
All right. It's the correct answer.
With this I've identified the numbers 1 and 3 of the key used to unlock my room. -review

Since there are four dinner menus,the remaining two are 2 and 4.
How can I confirm it?
I'll work out a strategy while eating dinner.

Absentmindedly thinking about it is escapism.
I know that.

As a matter of fact, there is a bigger problem.
Considering that is actually more important.

Today's total proceeds were 3302 Nars. That includes the price of yesterday's share of leaves.
Upon considering today's share of leaves was the same as yesterday. Since I was only wandering aimlessly around the second floor, it cant be helped that the result is not much different from yesterday.
Like it or not, I'm still far from earning a gold coin.

Out of 10 days, three have already passed.
Will I be able to raise the money by the due date?

To be honest, at this pace, it's gonna be pretty tough.

The labyrinth doesn't seem to have treasure chests and the like either. Will there be any if I go to the lower floors? Or maybe they're hidden so I don't notice them. Or is it that they're not there in the first place? I considered many possibilities.

In the first place, is a bonanza really possible in a labyrinth?
Even if possible, it'll be worthless if not within 10 days.
It'll be a race with time from here onwards.

Kaga Michio: Male, 17 years old

Explorer Lv.21, Hero Lv.17, Wizard Lv.19

Equipment: Scimitar, Hide Armour, Sandal Boots.

My level rising is the sole saving grace.
I heaved a sigh while looking at my arm.

Chapter 23 : Red Light

*

The next labyrinth exploration will start in a small room in the middle of the second level where many monsters wouldn't appear.
It's doubtful whether I'd be able to earn the money for Roxanne by locking myself into the dungeon, but since it's late at night there isn't anything else to do.
I exited the hotel and immediately warped to the labyrinth using the wall next to the entrance way.
Finally, I made good progress on the exploration of the second level.
As soon as I entered the labyrinth, I came across a small room that should be next to the boss room.
Perhaps because it's late at night, there aren't any people waiting for their turn.

When fighting the boss, I think I should use Durandal.
I took out Durandal, replaced "Mp recovery rate x5" with a fifth job, and approached the room in the back.
My equipped jobs are Warrior and Swordsman.
If I only equipped three jobs, I could equip "10x decease in required exp tnl", but I gave up on it.
Because it's a boss battle, it's better to focus on safety than the experience value.
Magic or Rush might be useful for something.

The back door immediately opened.
I braced myself and entered the neighboring room.
Smoke gathered and a demon appeared.
White Caterpillar Lv 2
As the name suggests, it's a white species of green caterpillar. Just one size larger.
The first floor's Udo Wood was the same. I wonder if variants of the monsters that appear on the level become the boss?
While I was thinking, an orange magic formation appeared underneath

the caterpillar's chest.
Crap. It's going to spit out thread.
Since it's a different type of demon from the Green Caterpillar, it might have a different special attack, but it's likely going to spit something out of its mouth since it's a similar caterpillar.
While watching the demon's mouth, I prepared my firewall.

White Caterpillar has used String Shot.(TN: lit. spit out string) It's still just string.
Immediately after the caterpillar spit out its string, I created a wall of fire in front.
The string that was supposed to cover me was burned in the fire wall.
The sound of burning string echoed faintly.
Magic was already useful.
If I switched out the third job, Wizard, for Warrior, what would have happened?

I moved to the side and attacked using Durandal.
Even with pursuing with Rush, another magic formation appeared.
I take a step back and prepare my fire wall while watching the demon's movements.
Stupid. How many times is it going to repeat the same actions?

Though, I am just one person.
Because it's a boss battle, it'll probably become a drawn out battle.
The enemy's aim is to spit out thread and seal my movements, which is a good strategy.
Conversely, it would be terrible for me if I got constricted.
I'd likely be bashed, if I was unable to move satisfactorily.
I'll defeat it before that happens.
I moved to the side and swung Durandal.
With my sword overhead, I used Rush and slashed at the monster.
Durandal struck against the monster's head.

It hasn't died, yet?
As expected, is it because the boss is lv 2?

It pulls back at once, and a magic formation can be observed at its feet.

However, the White Caterpillar tries to ram me instead of shooting its string.
I hurriedly tried to avoid it, but my right elbow got hit.
Enduring the pain, I swung Durandal through the monster's flank.
Finally, my sword tears through the monster. The White Caterpillar lay defeated.

Silk Thread
The demon disappears into smoke and only a shiny thread remains.
This thread might just be a luxury item.

The White Caterpillar seemed to be quite intelligent.
It first carried out a strategy of trying to seal my movement and switched to direct attacks when it lost room.
Is it intelligent?
However, it's likely to be just a simple program.
It's difficult to understand with Durandal, but the Green Caterpillar might have a similar behavioral pattern.
Can you even call that intelligence?
Also, the special attack, which I nullified with the firewall, was done twice.
Or after using it twice, it realized it was useless and switched to physical attacks?

I looked around the room.
There is nothing in particular.
The party that passed through before me managed to avoid being destroyed.
I went into the next room and moved to the third floor.
The small room that is the entrance to the third floor is almost the same as on the first and second floors.
There is a black wall behind and the path extends in three directions.
The second floor's boss room had a shortcut back to the entrance, after all.
The first floor was on the right and the second was in front.
Then, the third floor should be on the left.

With Durandal in hand, decided on three jobs and entered the left passageway.

Needle Wood Lv 3
The first monster that appeared was a Needle Wood.
Is the third floor level 3?
I rush over and throw out Durandal.
With Durandal, even a Lv 3 only takes a hit.
Assuming the level 3 monsters are stronger, because I've been raising my own level this much isn't a problem.

Kobold Lv 3
Next, a kobold appeared and seems to be the monster of the floor.
It's a dark blue midget. It has big eyes, pointed ears, and fangs sprouting up. Its face is huge. It's two heads tall and its face is about half its body.
It has a knife in its right hand. Isn't that a weapon?
I'm afraid of the knife.
Although the damage from the monsters bash attacks disappeared from Durandal's HP Absorption, would cuts disappear as well?
It might be alright to be cut, but what about how I'm cut?
Losing an arm would be terrible, but a finger might be alright.
Or, if my organs were gouged out?
If a nerve is cut?
Is the lost blood replenished by the HP absorption?
These various questions made me anxious.
Of course, I don't want to try and see what happens.

The victory goes to the one who makes the first move against an enemy with a weapon.
I prepared Fireball.
A ball of fire appeared overhead.

Slow.

The movements of the kobold were sluggish.
It wasn't even able to take three steps till the ball of fire closed the distance.
The confused monster was caught in the fireball.

The kobold is wrapped in flames and collapsed.

Weak!
The kobold went under with a single Fire Ball
So weak. Kobolds are weak.
I thought one hit of Fireball wouldn't be enough.
In comparison, the Green Caterpillar Lv 2 took two hits and the Needle Wood Lv 2 took three.

Kobold Salt
When the kobold dissolved into smoke, it left behind a white fang.
White fang sounds nice, but isn't it just ordinary salt like the name suggests?
Since my level rose, I can afford to stick it into the item box.
I took out the item box while making sure no one was around.
Now, there are 33 gold coins and 21 silver coins put in the item box.
Putting it in my item box should be safer than the rucksack on my back.
Because it's troublesome to cast the spell in front of people, I might not be able to use the silver coins.
I want to think there isn't magic to steal the contents of my item box.

Before dealing with the enemies of the third floor, I thought I would need Durandal, but if these weak kobolds are the opponent, it won't be necessary.
I put Durandal away.
I kept the third job and equipped 5x Mp recovery speed.

Green Caterpillar Lv 3
Kobold Lv 3
Next ones to come out were companions. That's convenient.
The same time I discovered them I cast Fire Storm. Sparks attacked the two monsters.
The kobold fell with that alone.
I threw a Fireball at the remaining Green Caterpillar.
The monster endured the inferno.
The level two caterpillar died with two shots, but that doesn't seem to be enough for a level 3.

As expected, it seems to get stronger from Lv 2 to 3.
I sent a third one to the approaching caterpillar.
If the first blow that attracted it wasn't Firestorm, I could have fired three shots with room to spare.
The Green Caterpillar falls. Leaving behind thread, it disappeared into smoke.

Kobolds are weak.
They're weaker than the caterpillars on the second floor.
It might be that I shoot strong magic, but even the knights and hotel guy, treated it as a disappointing monster.
Isn't it a monster for beginners that should normally appear on the first floor?
Although I don't know whether there is a reason it appeared on the lower floors, since it's so weak.
Because there isn't a reason for them to appear, there might be no reason.
The reality might be that.

And speaking of my limited experience, I think it's fine for kobolds to be on the third floor.
Even though kobolds have big blue face, it leaves a bad taste since they're similar to humans.
If you had a demon-like human in your party from the beginning, you might have lost your composure.
Needle Woods are clearly plants and Green Caterpillars are caterpillars.
Gradually you become accustomed to the difference, would they then be unable to cope with the kobolds?
Also, kobolds are holding knives.
When facing an enemy holding a knife, after all it will create a sense of fear.
Only after being gradually accustomed to the labyrinth, monsters, and leveling up, was I able to shake off that fear.
If kobolds were the first floor monsters, I don't know what would happen.
When the time came, I might have been fine.

Kobold Lv 3

It's also possible that the fire element is its weakness. Next, I tried using water magic to see.
But it only took a single hit with Water Ball as well.
Since they're so weak, the experience gain will be less as well.
There's a problem of efficiency.

Jackknife – One-handed Sword
When the kobold fell, it dropped the knife it was holding this time.
It seems to be a folding knife.
I feel frightened when an enemy holds it, but it is a small knife.
I put away the folded blade.

While fighting, kobolds would often drop the jackknife.
Needle woods' probability to drop the leaf is about a tenth and the jackknife's probability of dropping is a third.
It seems the probability of the item dropped depends upon the monster.
Green Caterpillars only leave behind thread.

I don't know how much the jackknife will sell for.
It shouldn't be too high.
It's just a common knife, as well as a drop from a kobold.
If drop item from a weak monster was worth a lot, it wouldn't be a disappointing monster.

It turned out as I thought when I went to the adventurers' guild.
After returning to the inn and eating breakfast, I went towards the adventurers' guild.

"Do you buy kobold salt?"
I tried to ask the older woman at the counter.

However, if you look at the items I come here to sell, the progress of my labyrinth exploration is leaked to the guild.
At present, I'm not particularly troubled by it.

"Yes, I can do it. Out of the items purchased by the guild, it has the lowest sale price."
"Specifically?"
"Four nars for one."

Cheap.
Upon seeing the depressed me, the woman smiled.
That smile's priceless.

"Yeah."
Since, there isn't any use for it, all of the kobold salt was put on the tray.
If I sold it in units of five, I could gain a profit of 1 nar with the 30% discount, but still it's only a nar.
I don't have enough energy to do that.

"The guild also purchases jackknives."
The guild woman told me.
Is my situation being leaked?
There might be many adventurers, who bring kobold salt and jackknives together.
"I've heard it's worthless equipment."
"Among equipment, I'm only allowed to handle jackknives. Because there are so many, they are melted down and used as an ingredient in copper coins."
Jack Knifes are usually not brown but a silver color. I wonder if it's made out of copper?

"By the way, the price is?"
"Ten nars for one."
Cheap!
Well, they're small, but even 100 or 200 copper coins could be made from a single jackknife.
Is the price really like that?

"I understand. 800 *mumbles* Item Box Open"
So the woman wouldn't hear me, I pretended to turn to the side and cast the spell in a low voice.
Rather than the 800 coins, I'd like easy ways to make money.
I took out the jackknives and place them on the tray.
"Then, please wait a moment."
After a little bit of time, the woman returned with 808 nars.
Is it really just 800?

As expected of their weakness, kobolds won't make me money.
Its three characteristics are being slow, weak, and cheap.
At the same time, a red light was lit on my ability to prepare the money to buy Roxanne.
I judge that it's impossible to acquire the funds for Roxanne from the dungeon.
It's obvious the main monster of third floor, kobolds, won't make money.
If you should say I should advance to the lower floor, it isn't that promising.
Though half of the third floor is kobolds, Needle Woods and Green Caterpillars show up also.
If the first floor's Needle Wood appeared on the third floor, the third floor's kobold should appear on the fourth and fifth floors.
Even if I cleared a floor every two days, I'd only advance to the sixth floor by the deadline.
And kobolds are certainly there to stand in my way.
It's hopeless to make easy money in the labyrinth.

There is the option of paying an explorer to take me deeper into the labyrinth.
However, even if I went to a lower floor, there isn't any guarantee I'll be able to earn enough money to buy Roxanne.
First, the expectation that you'll earn more money the deeper the floor level collapsed with the appearance of the kobold.
Second, when I think about the danger I can't just take a leap of faith.
Because the Green Caterpillar became stronger from level two to three, it's pretty much certain the monsters will get stronger the deeper I go.
I may lose my advantage in the fourth or fifth floors.
Third, as of three days ago the exploration only covered up to the fourth floor, so even if I advance, I would only be able to go that deep.
I better think of methods outside the labyrinth to make money.
I should concentrate my efforts on that.

I thought about a method using the leaf, but it's probably impossible.
Antidotes sell for 25 nars and ten would be 325 nars with the 30% increase in sale price.

The price of the leaf at the guild is 80 nars and the woman told me the market price is double the amount, so I can buy it for 160 nars. Since 10 antidotes are generated from one leaf, it becomes a profit of 165 nars.
If more than a hundred are collected in a day, it's easily possible to earn no less than a gold coin.

But from what I heard from the guild woman, it seems you can't buy the leaves at the guild.
Not only from the adventurers and explorers guild, it isn't possible to even put up a purchase request.
It seems they made a contract with the pharmacists' guild to send them medical ingredients.
And then, the pharmacist guild will distribute to its members.

So, it's worthless.
Even if I join some guild, I won't be distributed 100 items in one day.
If the herbalists were distributed 100 per day, every one of them would be rich.
Well even if I become a herbalist guild member and put out a purchase request, I lose control over the situation.
By creating barriers to enter, newcomers won't be able to profit.
The world is well-made.

It seems impossible to make money using the leaf.
If it's not possible to earn money using the labyrinth or leaf, what should be done?
The choice was there from the beginning.
It was bounty hunting.

In the morning, I decided to walk through Vale instead of entering the labyrinth.
I checked the job of everyone I saw.
Using judgment makes this so easy.
Because, I can tell who's a thief by looking at them.

Honestly, I'm not interested in bounty hunting.
I don't want to do it, but I have no doubt the judgment skill is a huge benefit in this business.

From those leaving the town, there weren't any thieves.
They don't seem to be walking downtown in the morning.
But what should I do if I find a thief?
I have some resistance to killing a person.
I've gotten accustomed to killing demon, but they only disappear into smoke and this is different.
Of course, I have to do it if I want the reward money.

I'll move to the slums in the north and look there.
The south and central parts of the city are lined with large, clean buildings, but the farther north you go, the buildings become worn down.
It smells of poverty.
I don't see any difference from the slums and here.

No.....
I found out by taking one step inside.
It's clearly different.
From here on, it's the slums.

The smell is different.
The people are different.
The air is different.
The building got even dirtier and an oppressive air hung around the area.
There are even homeless people.
A child is standing in the street.
It isn't doing anything, looking at any place, just standing there blankly.
Rather than playing in the street, they're more like a kind of street child.

This place is horrible.
I may just think so because it's my first time, but my sixth sense is sounding the alarm bells.
This atmosphere is perilous.
It is absolutely dangerous.
An older guy, squatting alone in a convenience store parking lot, smoking, is adorable compared to here.
I turn right around and leave the slums.
I quickly took refuge in a place I considered safe.

I turn back a little and go around to the east side.
There seems to be a brothel in the east.
Although it's a brothel in the slums, it wouldn't be strange for a guy to exit.

On the way there, there was a crowd.
A lot of people were assembled on the street.
What's going on?
I joined the group as well while using judgment.
Why do I want to line up whenever I see a line?
People are lined up along the road.
There was a vacant lot across the road and someone lay fallen.

Leather Chest Armor
When I use judgment, instead of their name and job, it was their equipment.
.....In other words, they seem to be dead.
I can't appraise a dead body.

"That's a thief, right?
"Why do you think that?"
Within the left crown, an older adventurer and merchant were having a talk in the Brahim language.
"The left hand was cut off. It hasn't come out after 30 minutes."
I don't feel like seeing it, but it appears the fallen person has no left hand.
Was the intelligence card the mark?
Intelligence cards are naturally expunged thirty minutes after death.
I also thought it could be used to hide the victim's identity, but that probably goes without saying.

"Please let me through."
I think someone said. An order of knights arrived there.
A beautiful knight and an apprentice were there.
It seems the knights are tasked with maintaining public security.
"Is it a thief? You, take the corpse to the mortuary."
"Yes!"
The beautiful knight ordered after taking one glance at the corpse.

Even though it's a murder case, is that all you're going to do?
That's way too careless.
"It's a thief. Everyone dismissed."

The beautiful knight told the onlookers while raising and shaking her left hand.
The onlookers scattered, but a large amount returned.
Do they know the drill?
When the pretty knight left, the hustle and bustle returned to the noisy onlookers.
"Is it a bounty hunter?"
"I wonder. Oh, couldn't it be a falling out?"
The merchant and older adventurer resumed their conversation.

Even if a thief takes an intelligence card it can't be converted into money, and you need a story if you ask someone else.
If it's the homeless people in the slums, they would be glad to work with you.

"The thieves that were kicked out of town seem to have come back for revenge."
While listening to the conversation of the merchants, I heard someone speaking in the back.

Credits

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